

SUPER FAMICOM

# ASSAULT SUITS VALKEN

重装機兵ヴァルケン

THE OFFICIAL GUIDEBOOK





ASSAULT SUITS  
**VALKEN**  
THE OFFICIAL GUIDEBOOK





# A Tale of Massive Metal Soldiers

## BATTLE OF THE ASSAULT SUITS

In the year 2101, the world has become divided into two powerful factions. Tension between them finally reaches boiling point, leading to the start of the Fourth World War. The largest scale conflict in human history, this fighting would also see the introduction of a completely new weapon.

The assault suit, also known as the "Heavy Armored Mechanical Infantry," is a humanoid multi-purpose weapon. Boasting the capabilities to fight in any arena, assault suits were soon deployed to every theater of war. The vacuum of space,

sprawling plains, crumbling cities, and sheets of tundra ice—every environment on and around the Earth was graced by the metallic presence of those bipedal metal legs. And where the suits came, death and destruction followed...

In some far-flung corner, the fighting between these massive mechanical soldiers is surely kicking off again today. Their pilots stake their lives, their honor, and the very future on the outcome of the battle.

# VALKEN ASSAULT SUITS

## ASSAULT SUITS VALKEN

### THE OFFICIAL GUIDEBOOK: Contents

A Tale of Massive Metal Soldiers 3

## STRATEGY GUIDE 5

Game Controls 6

Assault Suit Breakdown 8

STAGE 1 / Colony Raid 12

STAGE 2 / Orbital Roost 16

STAGE 3 / The Fall of Ark Nova 20

STAGE 4 / Atmospheric Reentry 26

STAGE 5 / Twilight Pursuit 30

STAGE 6 / Mountain Guns 36

STAGE 7 / Soldiers' Showdown 42

Commentary 48

## SETTINGS & MATERIALS 49

Age of the Valken 50

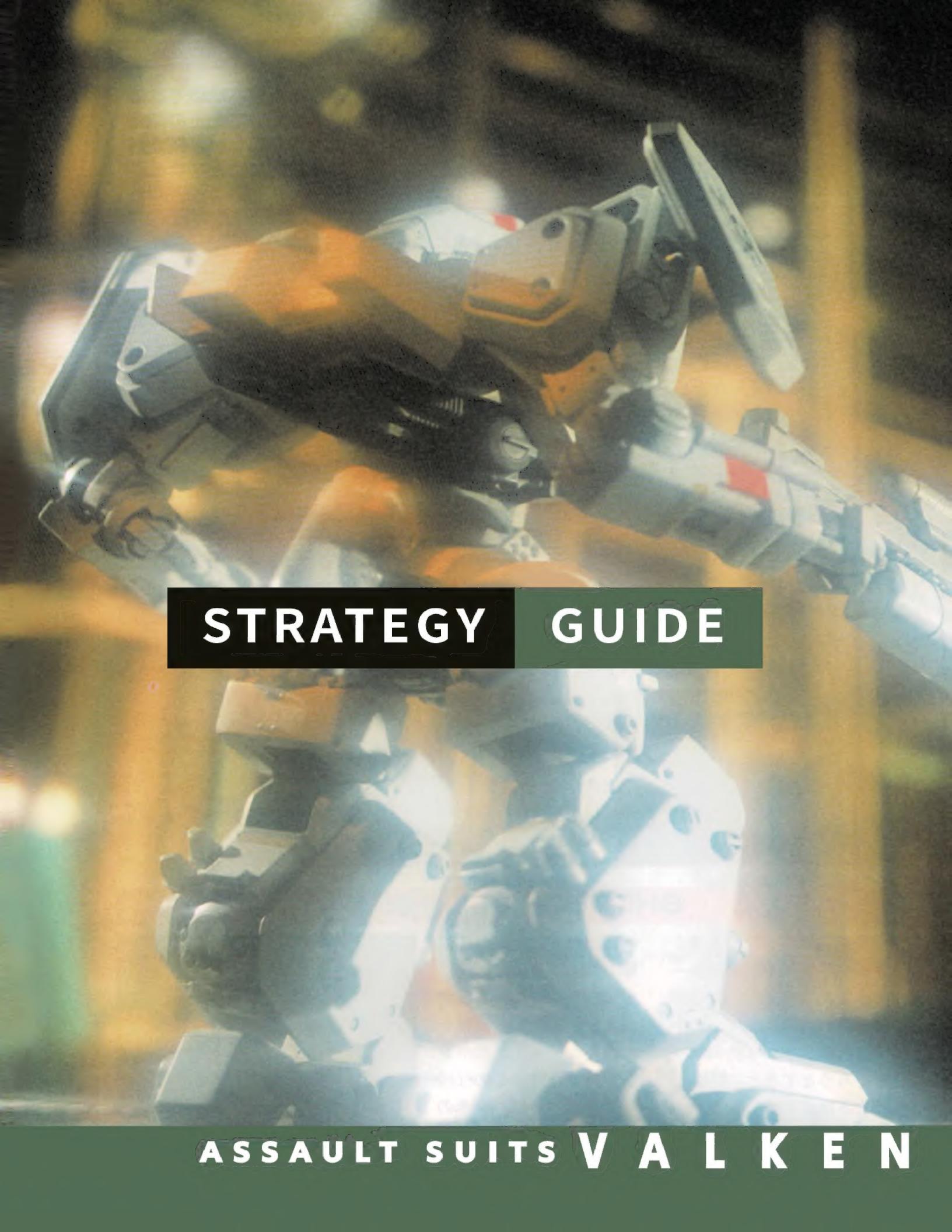
United & Federation Forces: Portraits of the Soldiers 56

AS Breakdown: The Pacific Union 60

AS Breakdown: The Euro-Asian Federation 64

A Conversation with the Production Staff 74





# STRATEGY GUIDE

ASSAULT SUITS VALKEN

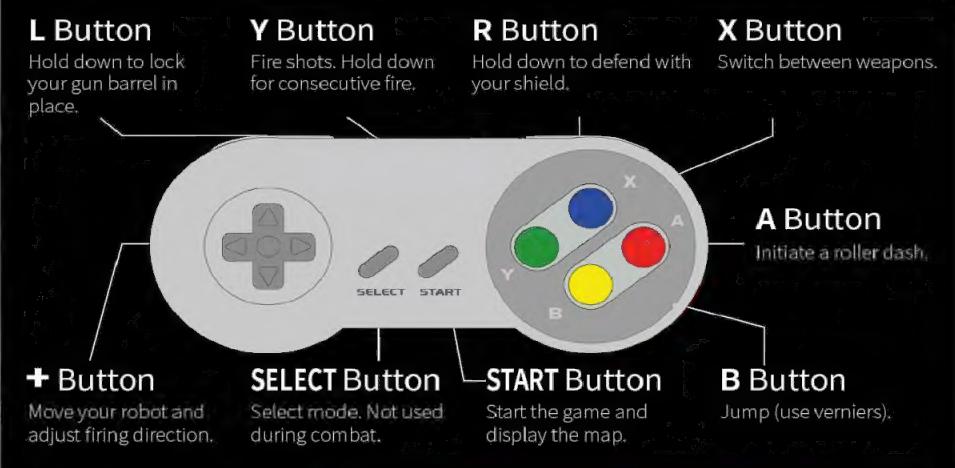
# ASS-117A "VALKEN"

## OPERATOR MANUAL

Even the best AS is little better in battle than a lump of metal without the right pilot. Learn the basics before taking to the pilot seat.

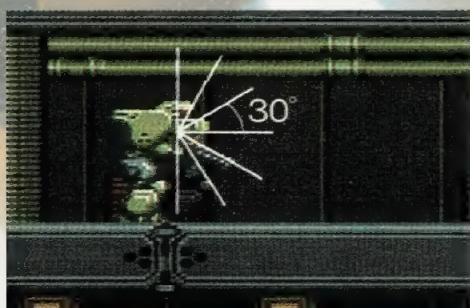
### CONTROLS

All Valken controls are performed using the controller supplied with your Super Famicom. The controller buttons are assigned as shown on the right. Button placement can be changed in Options, giving you four setups to choose from depending on your preferences.



### GUN BARREL ANGLE

The Valken's gun-related weapons can be fired diagonally or directly upward by moving the robot's arm around. The arm moves in 30-degree angles, leaving any more detailed adjustments down to pilot skill. You will need to move the robot around while maintaining your desired angle of fire.



→ You can fire in a total of 12 directions. However, rather than getting too hung up on firing the angle, better to start by adjusting the position of the robot.

### APPROXIMATELY 5 SECONDS OF FLIGHT TIME

Hold down the button when jumping and you can use verniers to briefly remain in the air. However, the hovering doesn't last long and the verniers will soon overheat. When jumping between platforms it's still best to start from as close to the edge as possible.



→ With the booster equipped you can fly until you run out of energy.

### PRIORITY OF SHOTS AND SHIELDS

When enemies go on the attack, you don't have time to stop attacking and then defend. If you switch to defense while the Valken is attacking, that will take priority. You will automatically stop attacking and start defending with the shield.

Drop the shield and you will return to attacking without missing a beat. There's no need to even release the attack button. If an enemy attacks, then you need only press the shield button. Learning this will allow even rookie pilots to make a difference in battle.



↑ Simply deploying the shield forward surrounds the entire Valken in a barrier. Useful to remember!

# ASS-117A

## Available Weapons

The Valken has access to a total of five different weapons. From among this arsenal, you will start out with just the Vulcan and punch equipped. You will collect the other weapons in combat.

### VULCAN

Boasts excellent rate of continuous fire but a big chunk of downtime to change magazines. The bullets can also ricochet off terrain. This is a reliable weapon you'll be coming back to right up to the end of the game.

### Level.1



### Level.2



### Level.3



### PUNCH

A close-range weapon involving smashing your robotic fist into the enemy. It requires a charge of energy, meaning you can't punch multiple times in rapid succession. Only really used to beat up the odd Mashinuty.

### Level.1



### Level.2



### Level.3



### MISSILE

The homing missile launcher, obtained in stage 2. Level it up a little to really heighten those homing abilities and then go wild.

### Level.1



### Level.2



### Level.3



### LASER

Obtained in stage 5. It takes a while to charge up but boasts devastating firepower. You'll really need this weapon during the final battle.

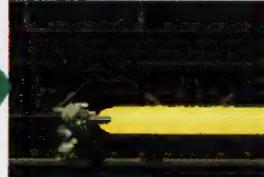
### Level.1



### Level.2



### Level.3



### NAPALM

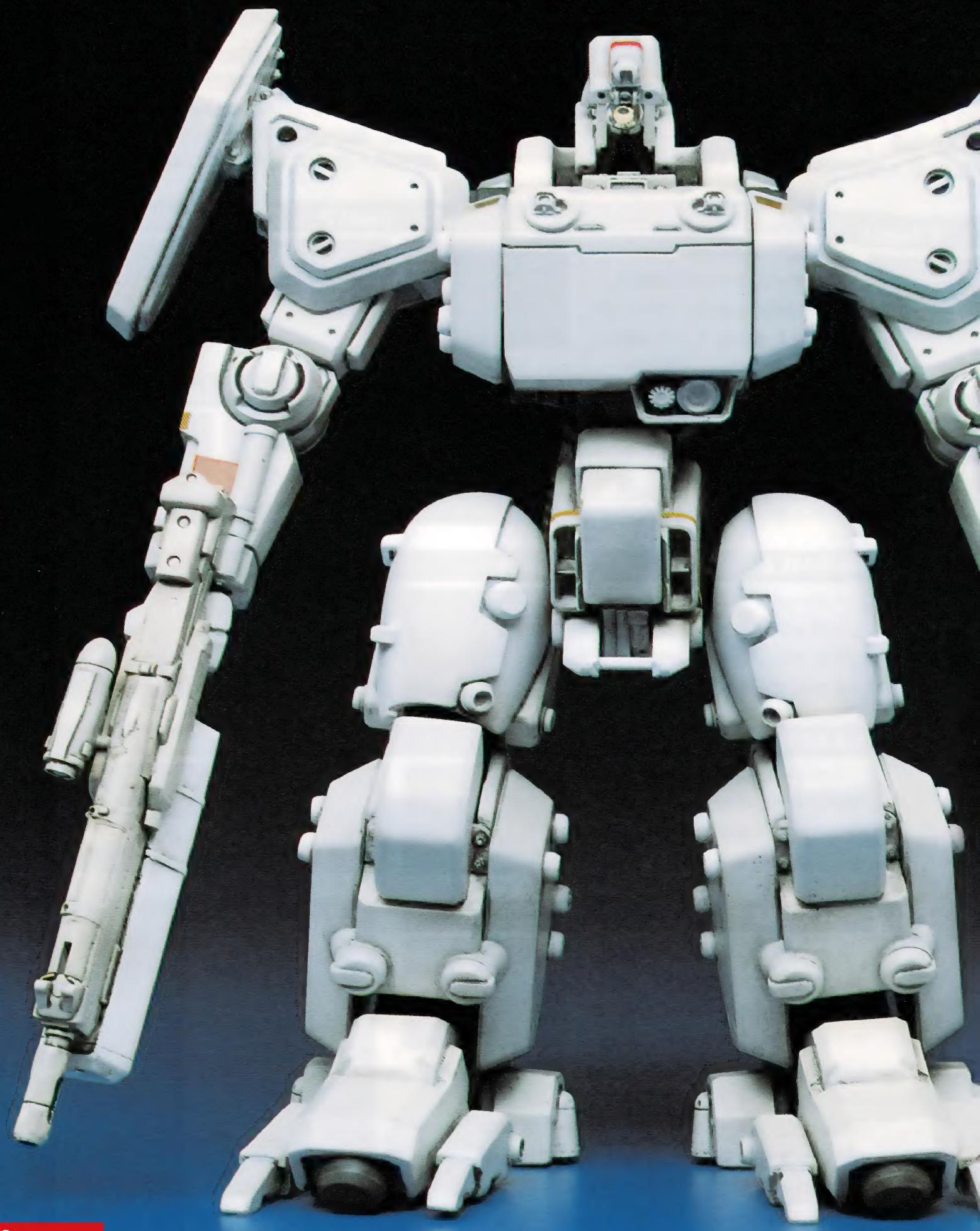
A powerful firearm obtained in a secret fashion. You'll suddenly find it equipped without even knowing where it came from; it isn't collected as an item. This one is amazingly powerful from the moment you first get it, meaning collecting power up items doesn't add anything more. Considering that it can destroy an Ark Nova engine in 3 hits, if it were any more powerful the Federation would probably give up as soon as you acquired it.

### Level.1



### USING THE SEARCHLIGHT

The Valken is equipped with a searchlight, meaning no operation has to be conducted in the dark. However, when using it you will be unable to select punch or laser weapons. Maintaining a balance in powering up all your weapons is important—apart from when it comes to napalm, of course.



## 1 ASS-117 BREAKDOWN

The ASS-117 "Valken" is a cutting-edge assault suit developed by the top technicians and researchers at Grand Pacific Corp. (USA), a contractor for the Union military. The design rolled back the preconception of AS as support weapons for infantry, creating the first in a new generation of AS as massive mobile weapons. It is also an exemplary example of the weapon type, meeting all the criteria demanded from this new breed of AS—sturdy armor, high mobility, and access to varied weapons via the use of manipulators. It also has excellent control systems and a replete sensor array, allowing the machine to move almost as freely as a human. Not only capable in a firefight but also boasting close-combat abilities that take full advantage of the humanoid form, it can quite literally crush enemy AS and armored vehicles.

There are numerous variations of the Valken (see the second half of this guidebook for more details), but the explanation here will proceed focused on the standard, most versatile A Type. Behold the secrets of this masterpiece, created using the full force of the Union military and Grand Pacific.

# ASS117A

CODE NAME  
**VALKEN**

## MACHINE SPECIFICATIONS

**Model Number / ASS-117**

**Codename / Valken**

**Manufacturer / Grand Pacific Corp. (U.S.A.)**

**Overall Height / 19.6ft (5.96m)**

**Curb Weight / 9834.13lb (4.465t)**

**Gross Vehicle Weight (Including Fixed Equipment & Pilot) /**

**10960lb (5.024t)**

**Maximum Power / 9.4MW/h**

**Maximum Speed (Below 1G Gravity, with Cryer Wheels) /**

**33MPH (53km/h)**

**Armor / Composite Armor Material**

● Chest Side Dimension 3.15in (8cm)

● Chest Front Dimension 2.4in (6cm)

● Shoulder Armor 2.98in (7.6cm)

● Lower Arm Side Dimension 1.6in (4.1cm)

● Neck Front Dimension 3.62in (9.2cm)

**Main Engine / Energy Ore Engine**

**ASJ-411 (Diplos Corp.)**

◀ The newest Assault Suit of the Union military, the ASS-117A "Valken".

With its high mobility, thick armor, and variety of hand-held weapons, it is arguably the ideal model.

## 2 STANDARD LOADOUT

### Primary Electronic Systems

The ASS-177 Valken comes equipped with numerous electronic devices, as shown below. The majority of these are computers that bring the Valken its smooth control as a weapon. The most important task, overall frame regulation, is performed by the CCN-FA1 control core, but everything from fire control and collating sensor data to communications uses the very latest in computer technology, supporting the overall high standard of the Valken's capabilities.



#### Sensor Collation Radar

These sensors are mostly centralized in the head.

#### CCN-FA1

(Spatial awareness & frame regulation)

Detroitech Ltd.

#### HE-AS

(Life support & ejection)

Anagrise Co.

#### OSP-06

(Sensor collation)

Shimada Seiki Inc.

#### WG-V308C

(Fire Control)

Detroitech Ltd.

#### AR-3000G

(ECM & ECCM)

Aerial License LLC.

#### PCC-NN6

(Communications)

Detroitech Ltd.

### OTHER EQUIPMENT

In addition to the standard loadout, the Valken also boasts a variety of equipment to further heighten its capabilities. Mainly revolving around movement and defense, you won't survive long enough to become an ace pilot if you don't master these systems.



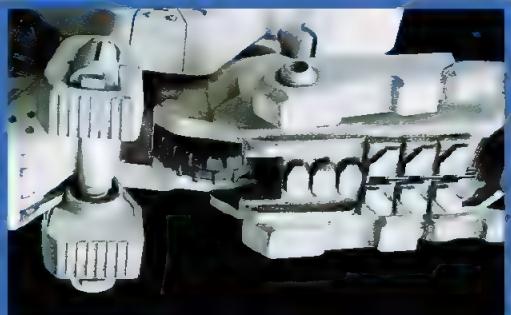
#### RAMJET ENGINE

Allows for short periods of flight; primarily equipped to enhance basic jumping abilities. Enhances the mobility of the Valken.

#### CRYER WHEELS

(Left & Right Hand)

→ Rollers driven by the electromagnetic motor to provide high-speed movement. They have low-capacity internal batteries, meaning the robot will return to bipedal locomotion after travelling a certain distance.



#### PERISCOPE/SEARCHLIGHT

When combat is conducted visually, the periscope in the chest can be used to look around. The searchlight is equipped to the lower body of the unit.



#### SHOULDER ARMOR

(Left & Right Shoulder)

→ Equipped on both the left and right sides, this armor emits a powerful magnetic field, defending against damage from beam and physical weapons in a 360-degree radius and making it effective against attacks from any direction.

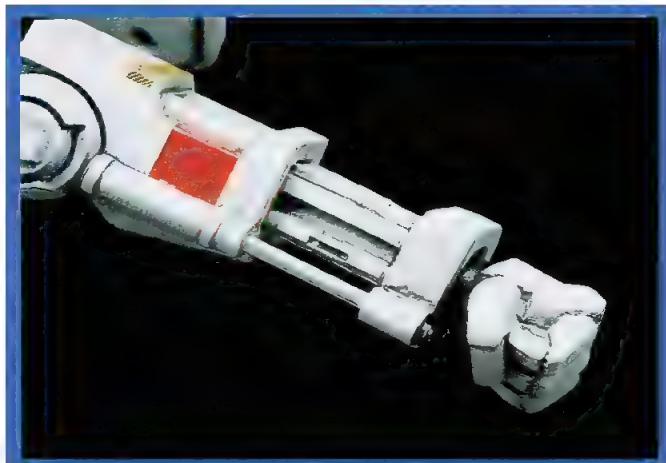


### 3 BASIC ARMAMENTS

#### Hard Knuckle

**HN-21**

A punching mechanism that delivers an explosive cartridge via an underarm sliding section. Boasts incredible firepower in close combat against other AS and armored vehicles. The HN-21 equipped to the Valken is an upgrade of the original system. Excess energy from the engine is routed to create an electromagnetic field that encloses the entire fist, not only increasing its destructive power but protecting the punching array from the shock of impact.

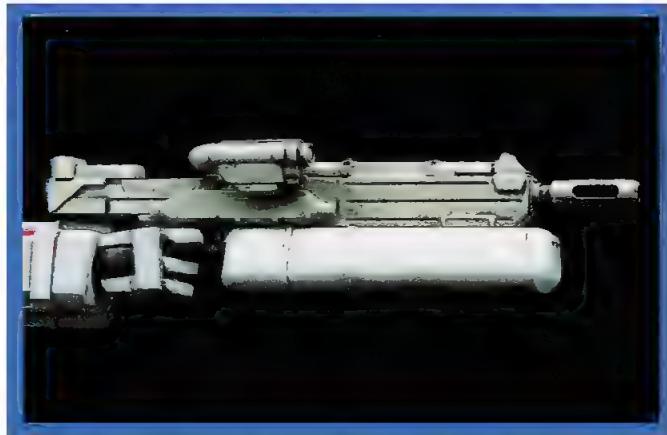


↑ The Hard Knuckle boasts incredible destructive power. During testing it is verified as having punched through 90mm composite armor.

#### 80mm Vulcan Gunpod

**GU-80C**

The most fundamental weapon in the Valken's arsenal. A machinegun style gunpod that fires 80 mm rounds. It boasts an excellent rate of fire, regardless of the large caliber, with the capacity to fire 4000 rounds per minute. Reloading is performed using a magazine, with a single magazine holding 400 rounds . The frame has space for spare magazines on the arms and at the waist. When a magazine is emptied, the WG-V308C fire control system triggers an automated reload sequence. The weapon was created by Robwell Co., Ltd..



↑ The Vulcan is the most popular of the handheld weapons for AS. It has been successively upgraded and is highly reliable.

#### Laser Cannon Pod

**R-GP-3**

Lasers require a vast volume of power to fire and were long considered battleship-class weapons at best. However, the hard work of H&J ELECTRIC CO. led to the creation of a compact laser cannon capable of being equipped on an AS, allowing the Valken to get its laser on.

The design is pushing the boundaries of reasonable physics, however, and after firing there's considerable downtime for reloading. That means that, rather than for AS combat, it's used more as a supplementary weapon when fighting battleships and massive mobile weapons.

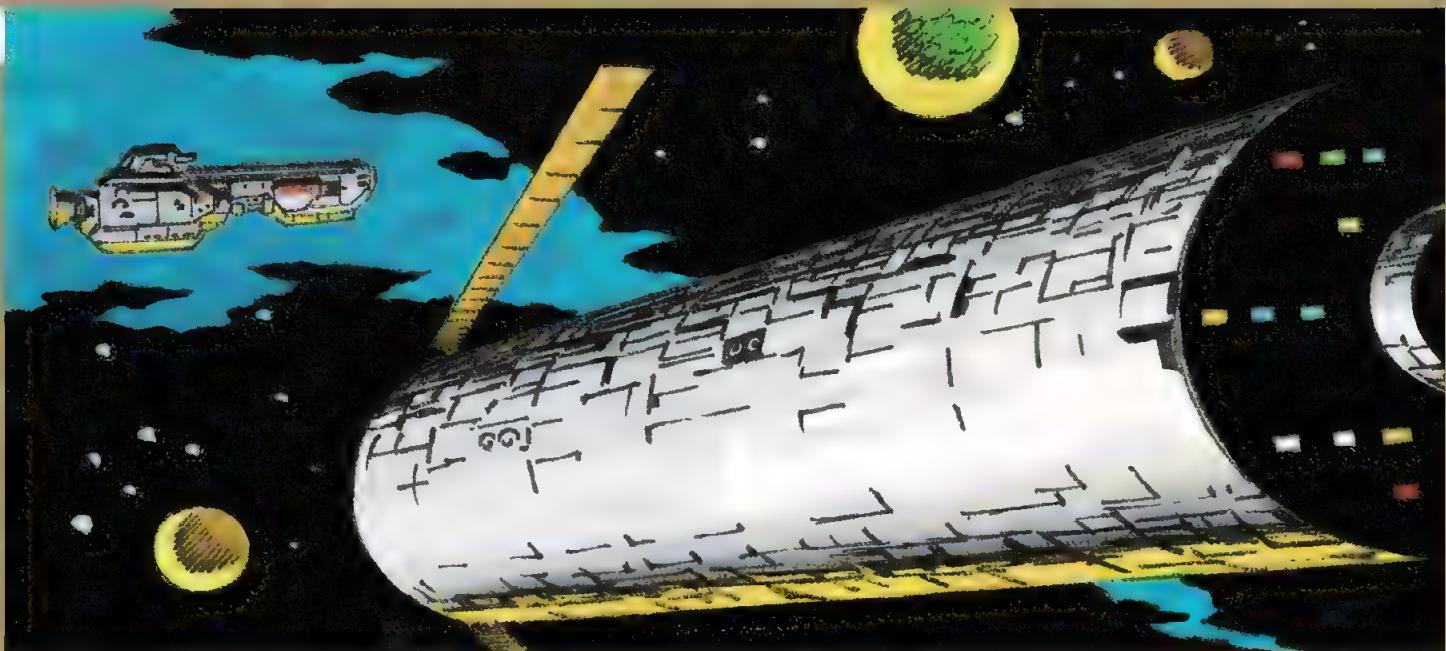
#### Handy TOW Launcher

**T-GP-6**

An AS missile launcher created through a collaboration between Zaars Corp., the creator of the radar for the Valken, and Detroitech Ltd., the creator of the fire control system.

TOW normally stands for a "Tube-launched, Optically-tracked, Wire-guided" missile, but this model has been designed with anti-air

capabilities. However, these are little more than an afterthought, and the missiles are worthless against such targets as jet fighters flying at supersonic speeds. They are long and mid-range weapons; considering the basic properties of the AS as weaponry, they ultimately fulfill a supporting role.



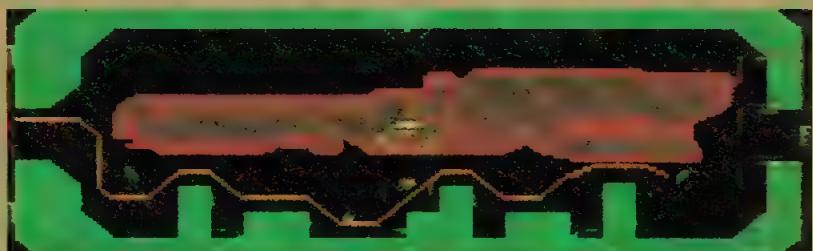
# STAGE 1 COLONY RAID

Infiltrate an industrial colony and destroy the battleship under construction inside

## OPERATION OUTLINE

An industrial space colony has been located that is being used as a base for space battleship construction by the European-Asian Federation. However, there is a fleet on patrol nearby to protect the colony, making a large-scale operation unlikely to succeed.

The Union military brass therefore proposes and executes a raid by the Strike Landing Ship Versis. With the deployment inside the colony of the Versis AS squad, the operation already looks



to be a success. However, intel then reports that the particle cannon on the under-construction battleship is already operational. If the battleship's energy unit is connected the Versis will be on the receiving end of a particle beam. An emergency order goes out to the AS pilots. The battleship's energy unit must be destroyed as quickly as possible!



→ The Strike Landing Ship Versis after ramming into the dock-area of the colony. The AS Valken is launched from the catapult and the raid on the colony begins.



Victory  
Conditions

- Destroy the energy unit



Defeat  
Conditions

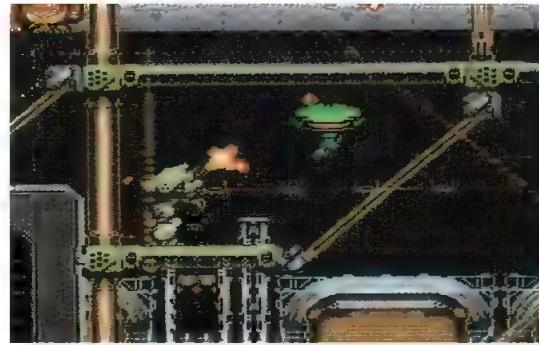
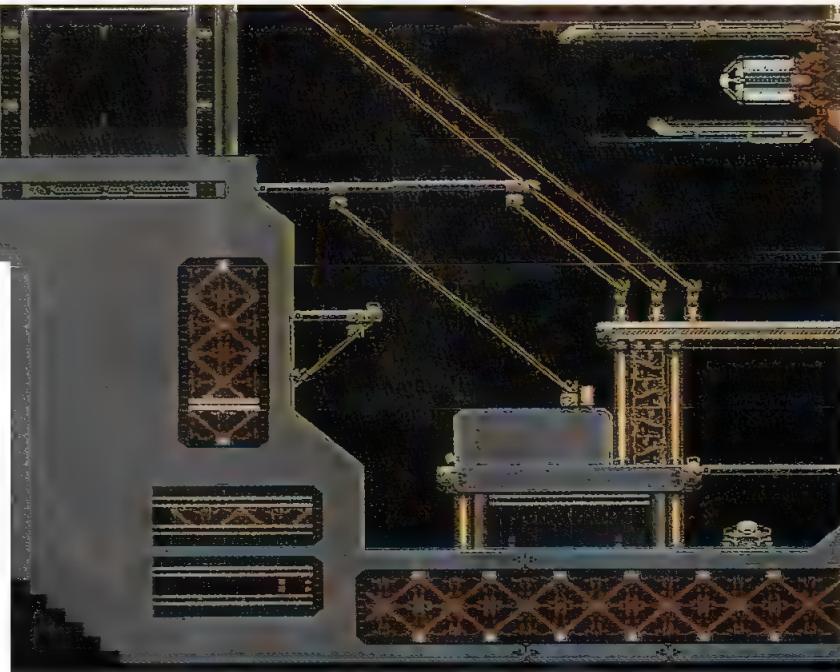
- Destruction of own Valken unit
- The energy unit is connected up (→ GAME OVER)

START

### A stage designed to help you learn the controls

The Versis crashes into the colony and your Valken is launched into action. You'll immediately encounter the particle cannon loaded onto the under-construction battleship, but luckily it isn't ready to fire yet. Leave it behind and head for the battleship's energy unit, located further inside the colony.

The enemy did not expect this raid by the Versis, and their response is nothing special—mainly gun turrets and interceptors called Champignons. It's possible to just rush through the stage, but you are better served by taking the time to learn the controls and check out each of your Valken's functions.



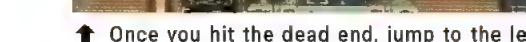
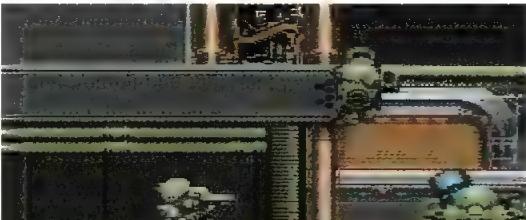
◀ Lock your gun barrel in place and those Champignons will fall like targets in a shooting gallery.



## Don't charge recklessly in, but circle around

As you might expect from an industrial colony building battleships, the stage has a lot of horizontal space. There are lots of scaffolds scattered across the colony, giving you the option of taking an upper or lower route. When the direct distance is considered, charging along the top route might seem the better idea, but this is still the start of the game. You are better off powering up rather than rushing ahead. Take the bottom route to collect all the items that appear. Then head back to the left to reconnect with the top route. This is what they sometimes call a "Roller operation", or a "brute-force operation." You want all the item boxes and all of the enemies, because some of them might drop items when defeated.

↓ Use the roller dash to charge along the bottom of the colony.



↑ Once you hit the dead end, jump to the left while keeping up the attack.

### Weapon

## Prioritize your Vulcan with Stage 1 power ups

At the start of the game your Valken can only use the Vulcan gunpod and the punch. You will need to tackle the first stage using only these two weapons. That said, you will mainly be using the Vulcan, and the powerups should mainly be used for the Vulcan as well.

If you collect all the power ups that can be found in the stage, that should already put your Vulcan at level 2. If that isn't the case, go back and search again. Whether you level up or not here will have a significant impact on things in stage 2—especially the initial high-speed scrolling section.



↑ Just one level makes all the difference in terms of firepower.

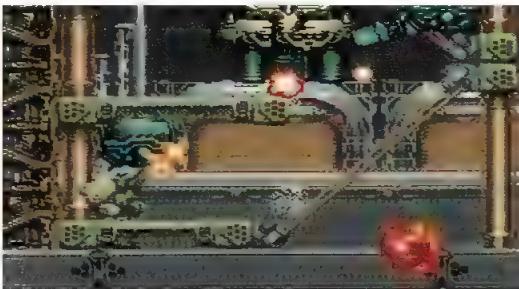


# BOSS

## Don't worry about the turrets defending the energy unit

The energy unit is located deep in the colony. You must destroy it before it is connected to the battleship. Simply lock your gun barrel upward and let rip with the Vulcan. Rather than worrying about the side turrets defending the unit, just focus on attacking the unit itself. Once you have destroyed both units, the mission is complete. The Versis will guide you to the next stage.

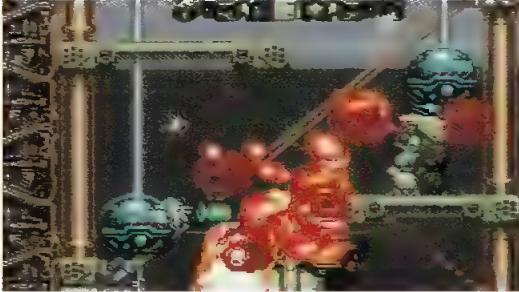
↓ If you are going to attack from the left, lock the gun barrel diagonally upward and to the right. You can defeat the turrets like this if you prefer.



↓ You can also attack from the platform above the starting point.



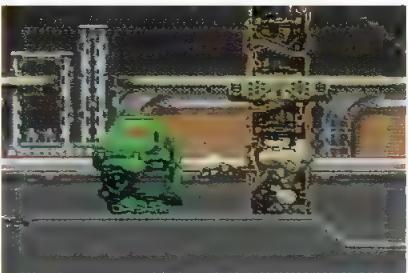
↓ One down! But you can't relax yet. Press the attack!



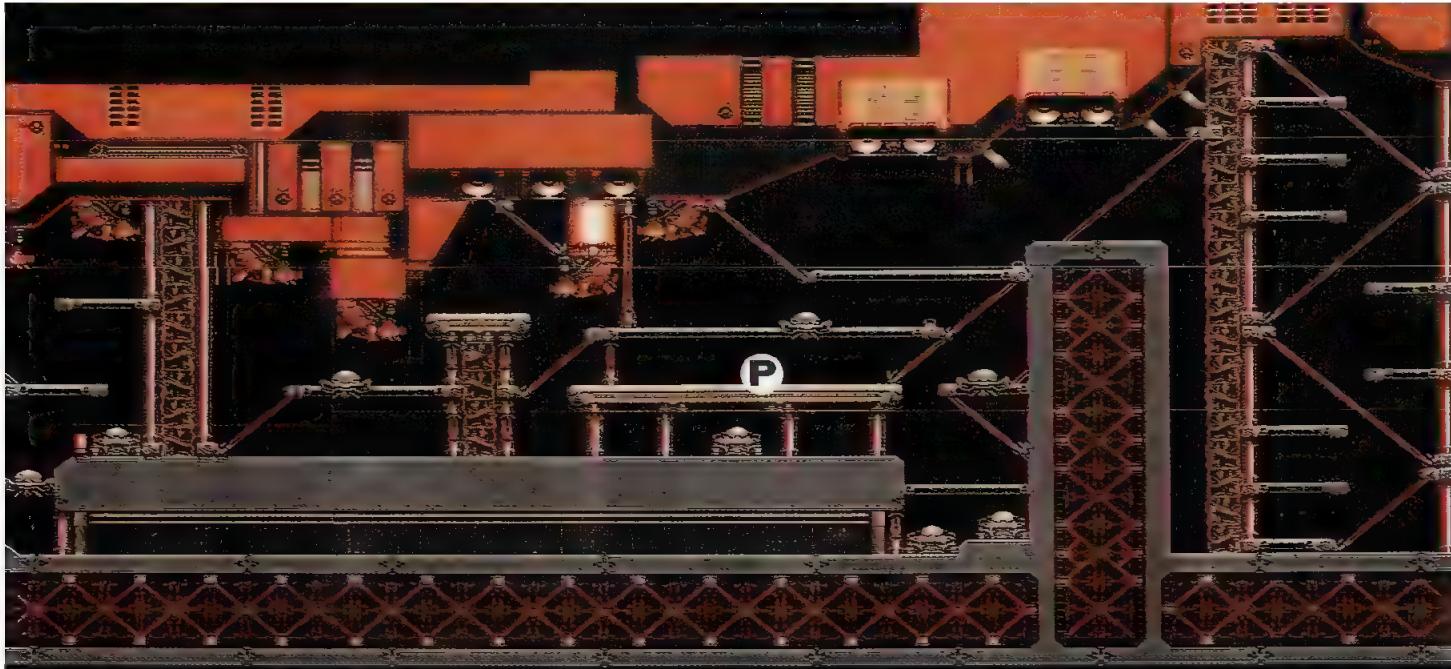
### Enemy

#### Punch every Mashinuty

The Mashinuty is a model of industrial loader, with no combat abilities of which to speak. That said, they are carrying large shields and so you cannot defeat them head-on using the Vulcan. This is the moment to switch to your punch. Knock them and their shields into next week.



◀ The Mashinuty is made by Frosch. There are rumors they are recycled from the same company's first gen AS, the Vexal, but this has not been confirmed.





## STAGE 2

# ORBITAL ROOST

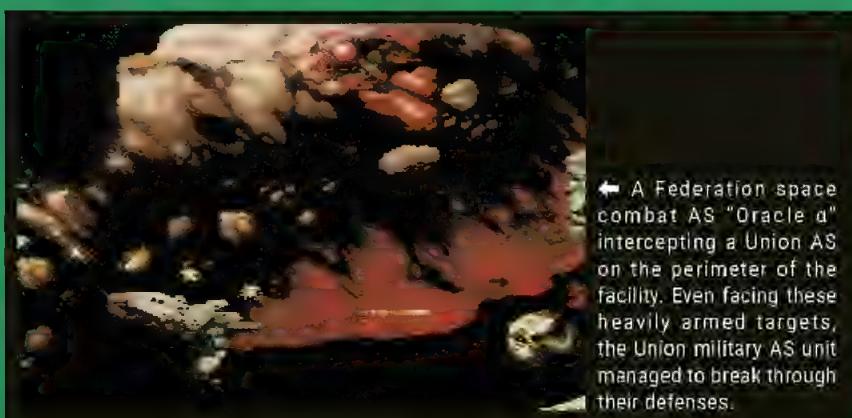
Destroy an orbital processing facility, one of the Federation's lifelines.

### OPERATION OUTLINE

There is a Federation ore processing facility located in satellite orbit just a short distance from the industrial colony. Ore mined from the moon is delivered here via linear catapult and processed before being sent to each colony and down to the Earth. The target of this operation is to destroy the facility, cutting off one of the Federation's precious resource supply lines while also providing camouflage in the form of a distraction for the Union's secret operation to infiltrate and destroy



the Space Fortress Ark Nova. The operation involves a fleet comprised of one Berios Class battleship, three Jume Class Missile Cruisers, and five Versis Class Strike Landing Ships, along with many AS. The facility is more tightly defended than expected, however, and the Federation puts up fierce resistance, even sending their prototype massive mobile weapon "Garoish" into the fighting.



→ A Federation space combat AS "Oracle d" intercepting a Union AS on the perimeter of the facility. Even facing these heavily armed targets, the Union military AS unit managed to break through their defenses.



### During the high-speed scrolling section, try to avoid getting pinned in by space rocks

The stage opens with a high-speed scrolling section, as you fly your booster-equipped Valken through a field of meteorites. The main thing to watch out for here is hitting one of the chunks of space rock and getting scrolled off the screen. If that happens it means instant death. Keep some leeway and fight in the middle of the screen.



↑ You can crash into the meteorites, just don't let them push you off the screen.



#### Tip

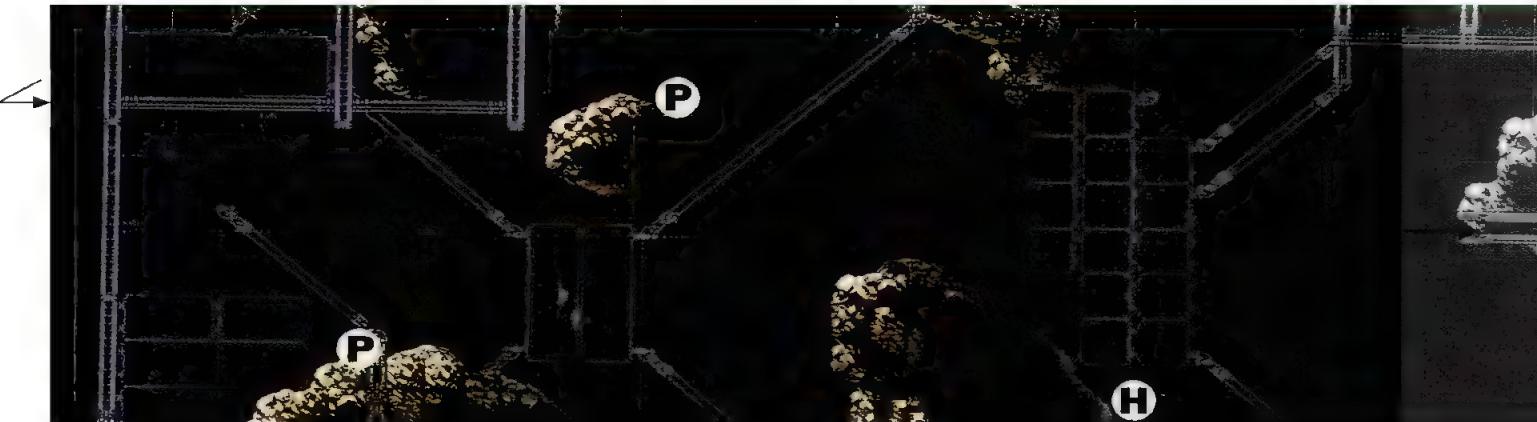
### Avoid missiles by going left and right

A direct hit from a missile from the Oracle or space combat AS will cause massive damage. You can't shoot them down, meaning avoiding them is your own course of action. Rather than dodge up and down, however, you are better off moving left and right. If you move up and down, they can still home in on you.



↑ Get in close with the Oracle or Type and shoot them down before they fire their missiles.

↓ You can also avoid particle beams by moving left and right, just like the missiles.



## Circle around from below to destroy the turrets

Once the booster is released, next you will need to explore the ore processing facility. There's no gravity to speak of here—you are in the middle of space. The screen can scroll up and down, like in stage 1. If you want to proceed with caution, start along the bottom route. When you find a route upward, take out all the turrets and meteorites nearby. Then head back to the left and attack the upward route. This will prevent you from being surrounded by turrets as you proceed—although it's a lot of work to set up!



Once you destroy a meteorite you can touch the fragments without taking damage.

## Weapon

### Enhance your Vulcan over your missiles

The ore processing facility is also where you can obtain your missiles. It's natural to want to enhance your shiny new toy but stand firm and continue to power up the Vulcan for now. You'll still be left

needing 2 or 3 more power ups to reach maximum power. Something to look forward to in stage 3! It goes without saying that you don't need to power up the punch.



## Hint

### Stay away from the proximity mines

There are also proximity mines scattered through the debris field. These are programmed to automatically detonate upon detecting a hostile presence. They have a timer of about 2 seconds before they detonate. Don't let the turrets distract you from also keeping an eye on your feet.



Move in too close to greedily grab those item boxes and you'll get a nasty surprise. A moment of caution can save you a lifetime of pain.

If you want to check them out, do so under controlled conditions. After moving in, you have 2 seconds after the electrical discharge to step away and watch the fireworks.



Make sure you collect the missiles here.

**Enemy****Learn the timing of the particle beams**

The railgun particle beams make no sound when they are fired, which can increase the surprise of getting clipped by one. In fact, they are fired on 7 second intervals. Act as soon as the beam is fired and you

shouldn't have any issues avoiding it. If possible, after each shot count to 7 and you'll be ready for the next one. There's no way to destroy the railgun.



↑ The key is to keep a running count to 7. Try and do it silently if you can.

**BOSS****Focus your fire on the head of the Garoish**

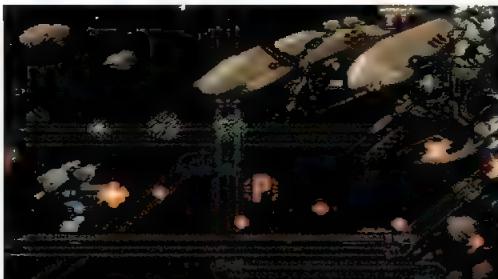
After locating a large energy source amid the rocks, close in and a massive mobile weapon, the Garoish MAS-004, will reveal itself. It will attack with missiles and turrets placed on meteorites. These turrets can be a real pain, circling around the Garoish and quickly being replaced if destroyed. There's no end to them, but if you don't destroy them can you end the battle! How to tackle this conundrum?

The best solution appears to be to aim for the Garoish's weak point, its head, rather than

→ Aim for the head and fire mercilessly with the Vulcan even before the boss starts moving.



specifically trying to take down the turrets. In the end, that's the only way to get rid of the turrets too. Of course, you will need to lock your gun barrel. If all you do is run around then you'll never make any headway.



↓ You might find a power up inside a meteorite.



→ Strip the defenses from the head and then press the attack.





## STAGE 3

# THE FALL OF ARK NOVA

Taking down Ark Nova, the Federation's massive fortress

### OPERATION OUTLINE

Ark Nova. The Federation's largest space fortress, mobile under its own power, and acting as the supply base for many battleships. The Federation has maintained their superiority over the Union in space due to the existence of this fortress. The Union military has therefore launched an operation to capture it, deploying many AS squads in order to overturn this state of affairs. The start of the operation appears to be in favor of the Union, but then fortress commander General Goetz gives unexpected orders—an insane plan to abandon the



seriously damaged fortress and send it plummeting down onto a Union base on Earth. As the Ark Nova begins to accelerate toward the planet, the Union AS forces on the exterior of the fortress launch a desperate attack to destroy its engines and prevent catastrophe.

→ General Goetz realizes defeat at the hands of the Union forces is inevitable. He gives orders for the Space Fortress Ark Nova to enter a course that will fall onto the Earth.

全員退避だ。作戦通り、この基地は地球に落とす

- Destruction of the engines
- Destruction of own Valken unit  
(-> GAME OVER)
- Fail to destroy the engines within the time limit  
(-> Proceed to next stage)

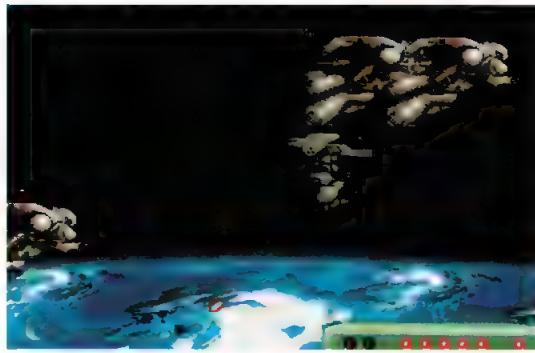
## Don't get too distracted by the electromagnetic guided lasers

Ark Nova is a mobile space fortress that was created by hollowing out an asteroid. Stage 3 involves taking down this bastion of the Federation forces. The first step toward that goal involves closing in with a hatch that leads inside, but even this isn't going to be easy. Small laser turrets have been dotted around to intercept intruders, and they fire electromagnetic guided lasers that will home in on your Valken. Once the lasers get a lock, they will chase you ceaselessly until they collide with an obstacle. However, even these creepy laser-stalkers cannot pierce the mighty shield of the Valken. When you land on a platform with a turret, attack with the Vulcan while taking the lasers on your shield as required. If there aren't any platforms, try to find an obstacle to hide behind.

**Enemy**

Attack while overlapping the Oracle β Types to take them down easily

The hatch leading into the Ark Nova is protected by the Oracle β Type space combat AS. They will attack the Valken using their own vulcans. They can't do massive damage but it's also not worth leaving them in play. You can back off and fight them from a distance but moving in close so the Valken overlaps with them and then attacking will also take them down very easily.



↑ These have a lighter loadout than the Oracle α types from stage 2.

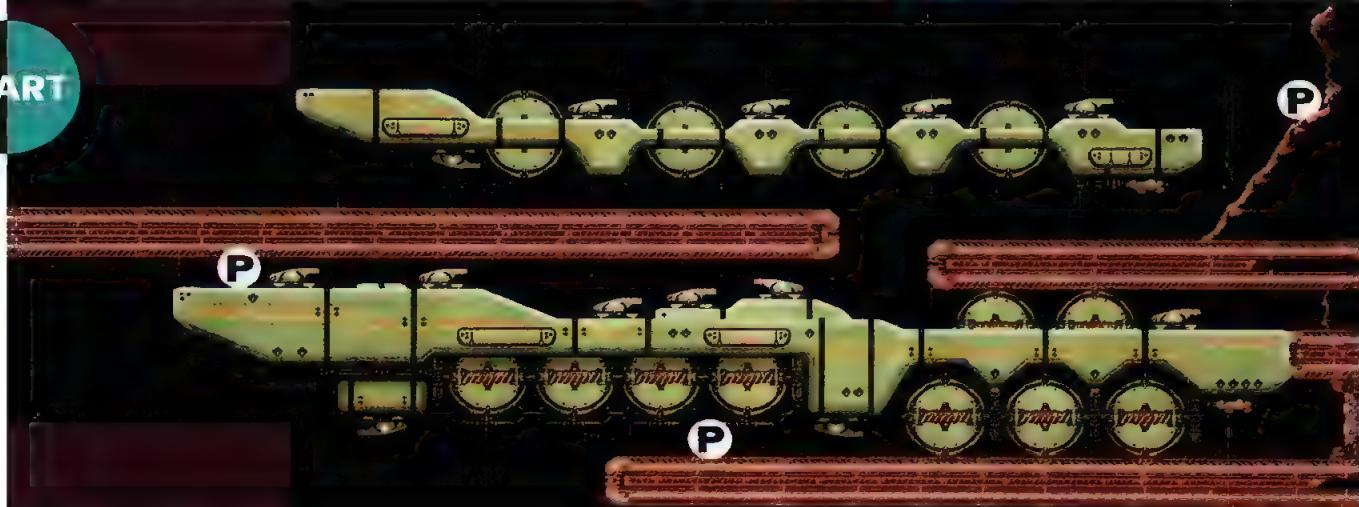


↑ Laser attacks can also originate from off the screen. When that happens, put running away ahead of attacking back.



↑ If you'll rush ahead, you'll be forced to face lasers from two turrets simultaneously.

**START**



## Make good use of your shield inside the Ark Nova

The inside of the Ark Nova is a sequence of winding corridors. Keep your nose pointed downward and you'll reach the hangar that comprises your final destination. The passageways all lead into each other so you shouldn't get lost. However, you also don't have anywhere to escape to, meaning you'll need to make good use of your shield to defend against enemy attacks. Be ready to pop the shield at a moment's notice; as soon as you see an enemy start by putting up the shield and preparing for their attack.



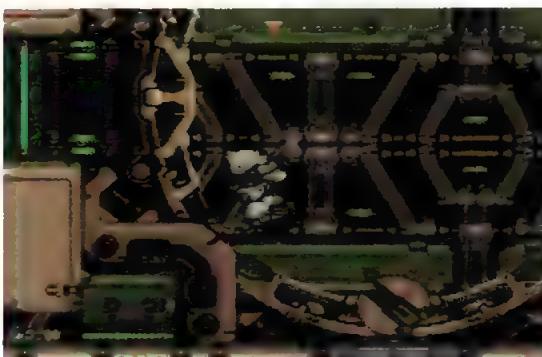
→ You'll be thrown into a firefight as soon as you get inside. Start with the shield.

### Tip

## Destroy the defense system to proceed to the Ark Nova command room

After making it inside Ark Nova, you'll find a rolling laser defense system at the dead-end down the righthand passage. The two units comprising it circle around while shooting blasters at oncoming enemies. Fight them in the center and you'll

quickly be caught between them, so stay in the down-left position, lock your gun barrel, and attack. Avoid the blaster fire by jumping up and down. When the two units are joined by a single beam they will stop moving. Use this moment to focus fire on one of them.



→ Encounter this defense system and you won't be able to retreat or proceed without destroying it. Don't try and run away, just focus on destroying it.

### Enemy

## They're only guards, yet they're still guards

The passageways of Ark Nova are defended by the guards armed with armor-piercing pistols. Their single shots are a little better than ants attacking a man, but these attacks still add up. Wipe them out using the Vulcan, as there are a lot of them!



← You could block everything with the shield, but there's a healing item soon after you breach the fortress. Just rush them down.



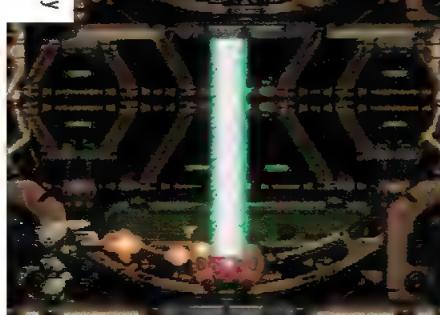
→ Use Vulcan rebounds while charging forward using the roller dash. That will put them in their place!

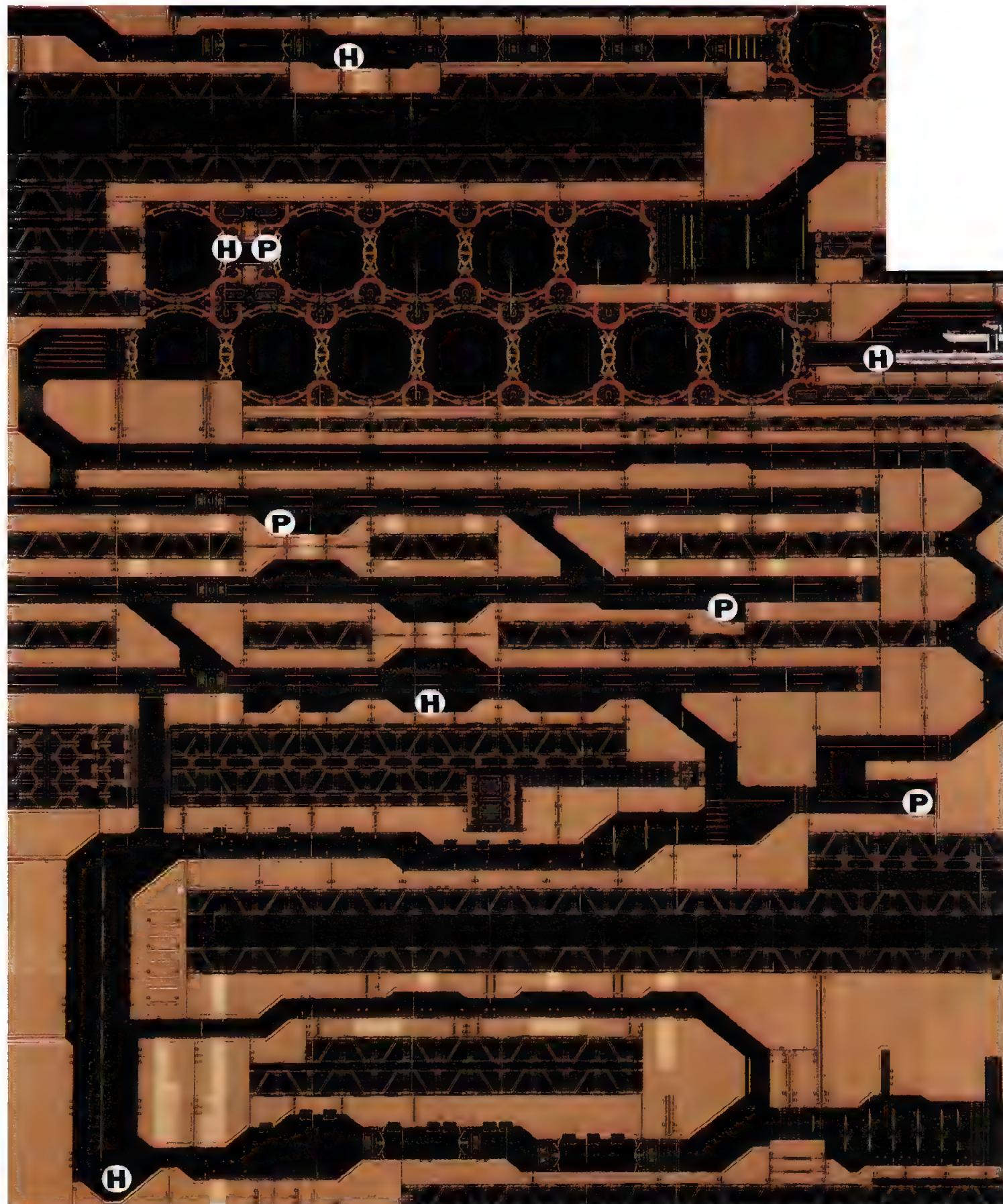
↓ Lock the gun barrel to the right and attack with the Vulcan.



↑ Avoid the blaster fire by jumping.

↓ When the beam thickens up it's a chance for a focused attack! Fire!





## Go and visit General Geltz in the Ark Nova command room

Destroy the defense system and proceed further down. Keep going to the left, by jumping onto the platforms, and you'll find two items. Make sure to pick them up. You can drop off the scaffold and carry on to the left but try going right a little too. At the dead-end there you can find the Ark Nova command room. There's plenty more security around the entrance but they're no match for the Valken. Wipe them out using the Vulcan. Once you reach the command room, the Federation soldiers and their commander Geltz will immediately fall back. There's something going on. And what you hear from their communication system is...



### Weapon

If you focus only on powering up the Vulcan -and don't miss any items- up until the end of stage 2, you should be able to push the Vulcan to level 3 prior to entering the Ark Nova. This will make you top dog, at least for a while. Keep on blasting and the enemies will keep on falling before you. However,

this also means that when power up items appear in the future, you'll need to switch weapons before picking them up or they'll be wasted. Something to keep in mind. Missiles should be your next choice. Take a little detour here and you'll be able to get them close to level 3 as well. Put the time in now to reap rewards later.

## Get your Vulcan to the max level before entering the Ark Nova

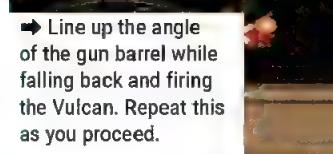


### Use patience to deal with the floating mines

After defeating the defense system, the next problem you'll face is floating mines. These will cause massive damage by exploding if the Valken touches them. Drop back while shooting them down with the Vulcan.



Just keep advancing and you'll eventually get hit. Some of them are just at impossible angles.



Line up the angle of the gun barrel while falling back and firing the Vulcan. Repeat this as you proceed.

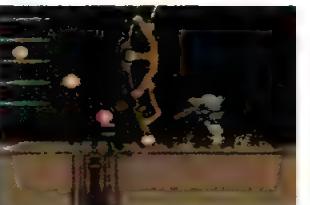


### Understand how the Arenes move

The Arenes are tetrapod sentinel weapons. They have a routined attack pattern, firing their Vulcan only at regular intervals. Take advantage of this to close in while using your shield. You can then take them out at your leisure once they stop firing.



If they overlap, jump and deal with them by attacking downwards.



Bounce your new level 3 vulcan bullets off the terrain as you proceed.

## Once the self-destruct is activated, use the roller dash to head for the hangar

Once the inside of the fortress starts to explode, you need to keep heading down. There are explosives planted on the ceiling, so keep spamming that roller dash to burn your way through. You should probably fire your Vulcan as well, just to be sure.

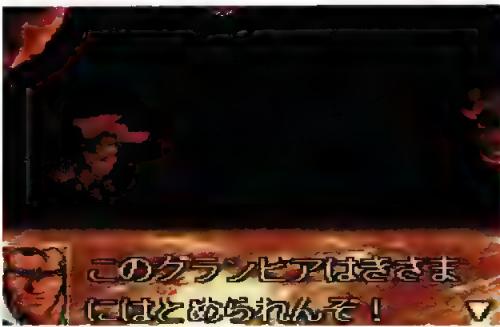


Take your time and you'll also take explosion damage. Keep up the speed.

## BOSS

### Worry about the engines before the Granvia

The hangar is home to General Geltz and his massive mobile weapon, the Granvia. He'll immediately start attacking you as soon as you get outside. To be honest, you can proceed to the next stage without bothering to defeat the mad general. If you really must prove yourself superior to this behemoth, move upward while firing the Vulcan. Dodge up and down and you won't have to worry about the power arms. If your Vulcan is at the maximum level, it won't be a long battle.



↓ The power arms are destructible. But target the main body straight away.



### Tip

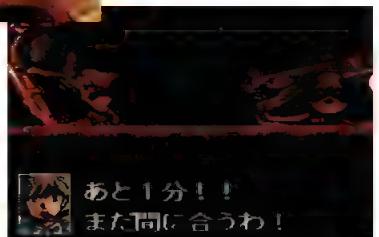
#### The Ark Nova has a total of four engines

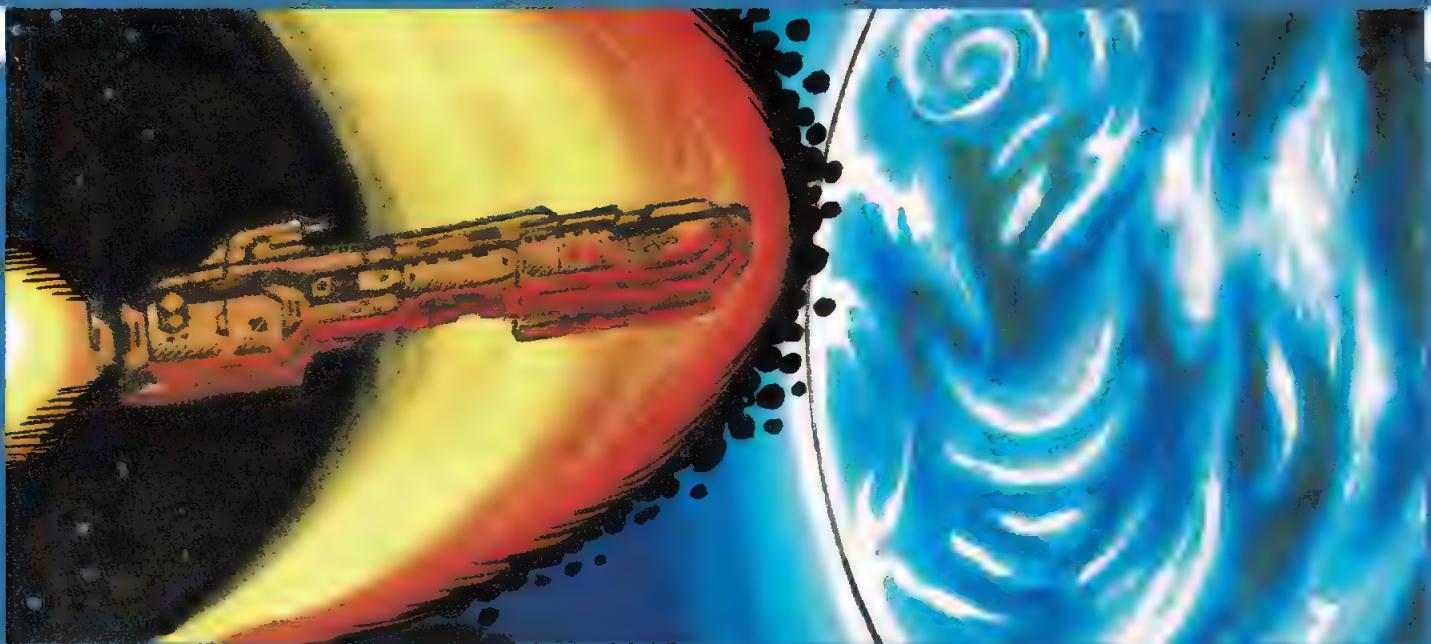
Rather than defeating the Granvia, your priority here needs to be destroying the Ark Nova engines. There's a total of four of them, so you don't have any time to waste. If it looks like the Granvia is going to take too much of your time, just leave the General to his own devices and focus on taking down the engines. Keep moving up and down and you'll take almost no damage even if attacked from behind. You need to have at least three of the engines destroyed when the message about "1 minute remaining" pops up or you'll be in trouble.



← If you have a moment, check the map using the start button. You don't want to get lost and run out of time without even reaching the engines.

→ If your Vulcan is still level 2, just ignore the Granvia and focus on destroying the engines. Yes, you should have put the time in upgrading your weapons!





## STAGE 4

# ATMOSPHERIC REENTRY

The fighting continues, even amid the burning hell of reentering the atmosphere

### OPERATION OUTLINE

AS pilot Lieutenant Jake Brain fought to the final moment of the Ark Nova Operation. As a result, he failed to return to his Versis carrier and now he's forced to enter the atmosphere with his beloved Valken. However, even there he faces pursuit from a Federation AS squad.

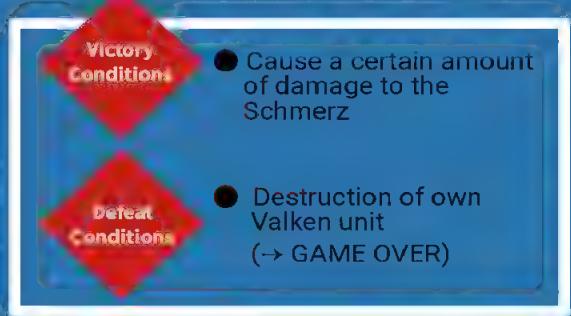
The captain of the pursuit squad is Major Alef Beldark, the Federation ace AS pilot. The ace from the Union and the ace from the Federation clashed amid the dangers that atmospheric entry poses to



them both. Meanwhile, the mothership Versis also carries out their way into the atmosphere to rescue Lieutenant Brain. Meanwhile, the mothership Versis also carries out their way into the atmosphere to rescue Lieutenant Brain. For these two aces, the Ark Nova Operation isn't over yet.



→ The ASS-117A Valken, heading straight toward the ground. It isn't a unit normally equipped for atmospheric entry.



## It's like a bonus stage but with damage.

Having lost too much time in destroying the main engines of Ark Nova, the Valken was forced to enter the atmosphere. That alone is terrifying enough, but you are also being pursued by a Federation AS squad. There's nowhere to run but down. No platforms, meaning no shield. It's destroy your foes or die.



↑ The Federation AS squad attacks you without mercy. You have no choice but to fight.



↑ The Veris makes contact but there's nothing you can do at this moment.



↓ What is the pilot thinking inside his blazing machine?

### Enemy

#### Don't mess with the red Schmerz

Major Beldark is piloting the red Schmerz from the Federation AS squad. Even if you attack his AS, you can't cause any damage to it at this point. Instead, focus on the two white Schmerz that appear at the same time. Although there are plenty of replacements even if you take them down.

→ The Schmerz piloted by Major Beldark, the Federation ace pilot. The color of his Schmerz and his loadout of weapons differentiate him from his subordinates.



大気圏突入ぎりぎりまで  
やつらを追いつめろ！

### Weapon

#### If you like to punch, this is your moment!

The start of stage 4 can feel like there's not much to see, but don't jump the gun. Defeat the white Schmerz that keep popping up and they will always drop power up items. Use the Vulcan to defeat the Schmerz and then quickly switch weapons and pick the item up. Repeat this as many times as you can!



← The red Schmerz and two white Schmerz. They will always sortie in this combination, and a new one will always appear as soon as they are shot down.

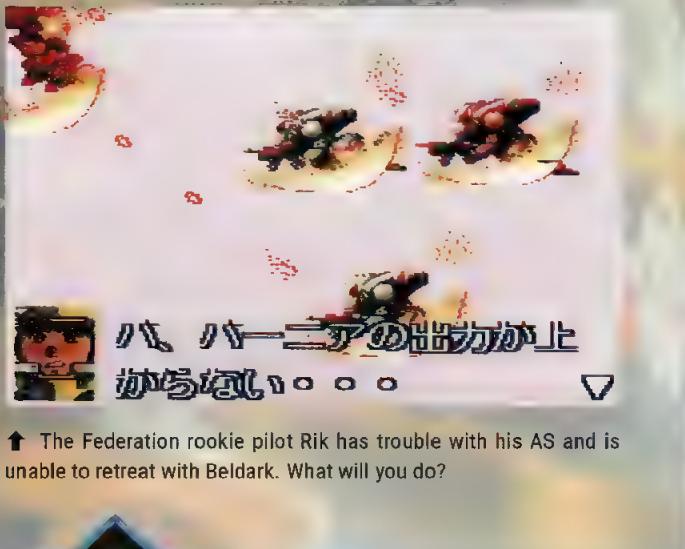


→ Select punch for even a moment and the gun barrel will be positioned in the diagonally down-left position. That's a good position to lock it in.



## Land quickly on the Versis or you'll burn up!

Beldark's squad will fight you for as long as possible and then break off the attack. But one of the AS will fall behind and fail to escape in time. The Versis decides to rescue both the Valken and this enemy AS. Once this rescue message appears, the Valken's energy will start to deplete. Hurry up and land on the deck.



↑ The Federation rookie pilot Rik has trouble with his AS and is unable to retreat with Beldark. What will you do?

### Tip

### What happens after the Versis lands?

The Versis makes an emergency landing on Earth, with the Valken and Rik still on the deck. The landing makes a nasty clunk but at least the crew are all safe. However, further events are about to play out in the sky above. There's nothing to fight here so just watch the story unfold. What you will see changes depending on whether the main engines on the Ark Nova were destroyed in stage 3. Check it out for yourself.



↓ Multiple assault suits are launched from the Federation transport in the background.



← The Valken sends a communication to the Versis asking to save Rik.



→ If doesn't matter if you are first or second, just make sure you land on the Versis. The sooner you do it the safer you'll be.



← Once the Valken and the Schmerz have landed, that's it for the first half of stage 4. Brace yourself for what the second half has in store!

### When the engines have been destroyed



← The only thing you can see against the blue sky is the Federation transport. A squad heads toward you to rescue Rik.

### When the engines were not destroyed



← The Federation transport isn't the only thing in the sky—you can also see the burning red Ark Nova. The fortress falls to Earth and causes a massive explosion.

# Tragedy on Earth!

## Herman gets shot down!

All the assault suits launched from the Federation transport head for the Versis. Herman and Kurtz scramble to intercept them, but their adversary is the ace pilot of the Federation, Major Beldark. Disoriented by his technique and speed, in the end Herman gets shot down and killed in action.



The final moments of Herman, a valued member of your squad. Take a moment to remember this fallen hero.

# BOSS

## Duel it out with Beldark in his Schmerz!

Beldark shoots down Herman and then reaches the Versis a moment later. After cutting into the Union communications to give a greeting, the injured Rik succeeds in getting away. Then it's time to fight the Valken.

If you've taken a lot of damage during the first half of stage 4 then the mines dropped by the Schmerz will make short work of you. If this is your first time fighting him, you'll need to be prepared to drop a continue. Start by learning to avoid the directional mines. Once you've mastered that, repeat it while fighting back.

### Tip

#### Avoid the directional mines by jumping

Touch the directional mines fired by the Schmerz and they will explode, causing massive damage. When one of them is thrown at you, jump to avoid it before it hits the ground.



Use the verniers to dodge—just don't stop attacking.



Jake can't contain his surprise as he talks with Beldark. Then the fight to avenge Herman begins.



If you have low energy, the shield is your only choice if you want to survive.

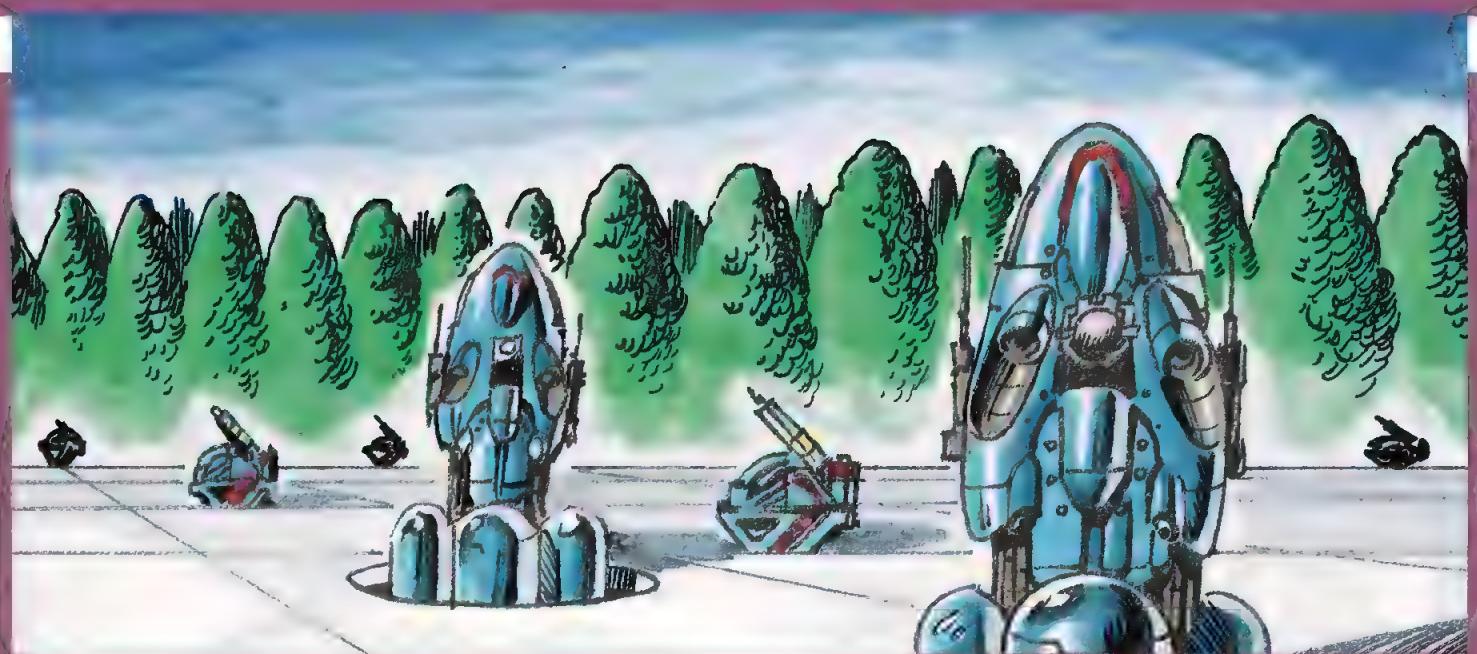


Even once you can avoid the mines, don't get too ahead of yourself. Pick a spot for the fight where there's good visibility.



Cause a certain amount of damage

and Beldark will retreat. You'll have to avenge Herman next time.



## STAGE 5

# TWILIGHT PURSUIT

The Union begins to fight back with a mission to capture a shuttle base.

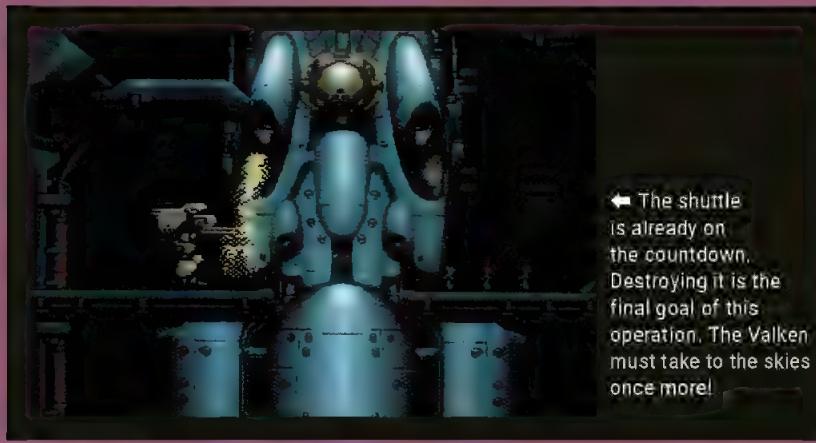
### OPERATION OUTLINE

With the fall of Ark Nova the Federation's fighting strength in space has been severely compromised. They are desperately sending shuttles of resources and weapons into orbit. To maintain their superiority in space, as a result the Union launches an all-out offensive against Federation shuttle bases across the globe.

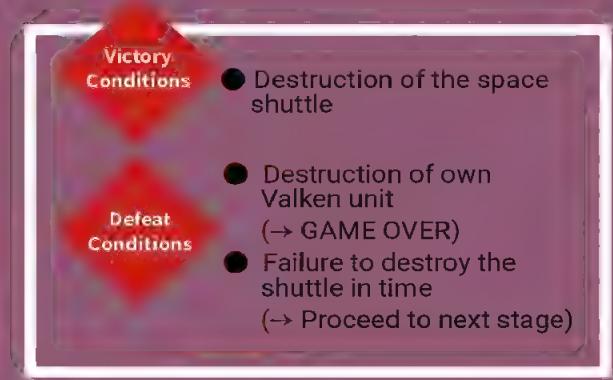
The Versis, now on Earth as well, is ordered to join one such operation. They head immediately to attack a shuttle base located on the western plains of Eastern Europe. While far from major



population centers, the base is still defended by prototype heavy weapons AS and mobile weapons and is expected to put up heavy resistance. A plan is formed to attack from the comparatively vulnerable air, and the AS Valken squad launches from the Versis with flight pods equipped.



► The shuttle is already on the countdown. Destroying it is the final goal of this operation. The Valken must take to the skies once more!



#### Victory Conditions

- Destruction of the space shuttle

#### Defeat Conditions

- Destruction of own Valken unit  
→ GAME OVER
- Failure to destroy the shuttle in time  
→ Proceed to next stage

## Your problems start after releasing the booster

The stage opens with a high-speed side scrolling section using the booster. The enemies you'll face here are the atmospheric fighters Flamiche. They will fly at high speed toward the Valken, but it doesn't matter if they touch you. Even if they appear to make contact, they will just pass through. Rather than worry about the fighters, you need to worry about their missiles. It should be noted that you can't change the direction of your gun barrel during the high-speed scrolling sections, and the **+** button will only move you around the screen. During this stage moving up and down is the best way to avoid incoming fire.



↑ The green enemy flying in from the right of the screen is a Federation Flamiche.

When you have the booster equipped, just keep the attack button held down and concentrate on dodging.



### Tip

#### Be careful once you release the booster

The high-speed scrolling section only lasts for as long as your booster has fuel. Once it runs out and detaches from the Valken, you will be returned to a normal side-scrolling stage. It might be nice if you had a moment to gather your wits

and prepare for this transition, but you'll be dropped right into a Vulcan firefight. Don't get turned into Swiss cheese! As soon as the booster detaches, lock the gun barrel to the right and just let them have it with the Vulcan. You'll need to be ready with the shield as well.



↑ Jake is still distressed by Herman's death. It's going to be a lasting trauma.

### Tip

#### Watch out for the missiles

The Flamiches will appear, fire missiles, and then leave the screen. You don't have to worry about aircraft, but don't get hit by the missiles they leave behind. The missiles also don't last for a long period of time, so focus on avoiding them and you'll make it through.



↑ Wait at the left of the screen, and when a missile comes for you avoid it by moving up or down.



↑ That's the second booster you've discarded. How many of these things does the Union have lying around?

◀ Lock your gun barrel to the right while pressing the **+** button to the left when landing.



## Rely on your shield rather than just rushing in

Once you release the booster and land, start heading to the right. Hostiles are going to come at you from land and air to try and prevent your progress. The only way to protect yourself is the shield.

Immediately after separation, push the **+** button to land on the left. Then head toward the right. This will remove worries about being attacked from the left—that is, behind you. If you are attacked from the right, use the shield, and then respond when the attacking stops. Once the enemies are all gone proceed further to the right and repeat the process. Sounds simple but keep your head in the game.

### Enemy

#### Deal with the Berlino bombers by staying still

Berlino bombers will fly overhead, dropping an impressive number of bombs with the intent of blowing up the Valken. They will begin to release their payload when they spot you. Getting hit by one of these is really going to hurt. Just a couple will drain your energy to dangerous levels, considering the trials that still lie ahead.

The way to avoid getting bombed into oblivion is actually very simple. When the bombs start falling, stop and stand still, and they will fall in front and directly behind the Valken. No explosion damage for you. Sometimes you make the best progress by standing still. Ask any member of the bomb squad.



↑ You can also just shoot them down.

START

W



## Take the top route to stay safe and the bottom route for items



← If you drop all the way down you won't be climbing back up any time soon. If you don't want to risk it, maybe just stick to the top platforms.

### Tip

### Aim upward from below

When there's a height difference you have a chance to defeat enemies without taking any damage—and there are lots of uneven places in the shuttle base. Peer up from below and snipe your foes or shoot down from above. Always seek to maintain the superior position.



← These hover tanks are sitting ducks on this terrain. Feel free to hum a little ditty as you take them down.

### Weapon

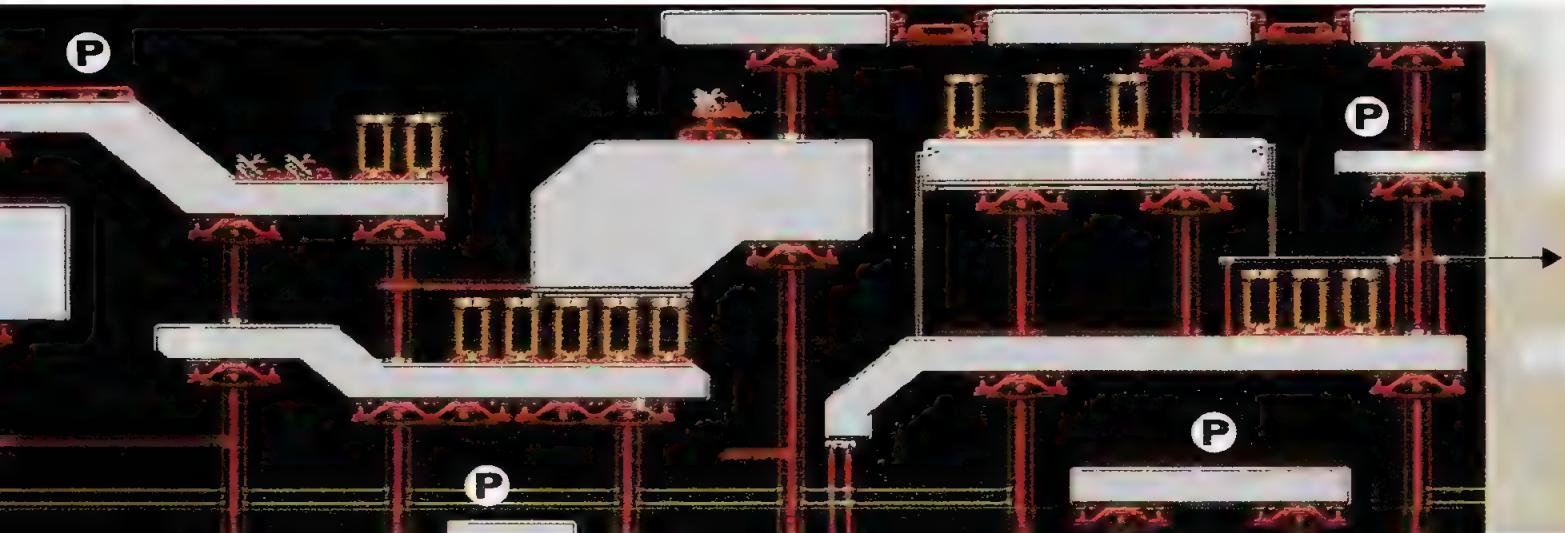
### From this stage you need to start upgrading that laser

You can pick up this new weapon close to the entrance of the base. Welcome to the laser show! Switch to it immediately and start firing off lasers and picking up power ups. Take the bottom route and you'll hit level 2 with ease. For your other weapons, you're fine if missiles are level 2 as well. You need to get that laser powered up as quickly as possible.

→ Your fresh new laser starts out a little underwhelming but stick with it.



← If you're risking the bottom route, make sure to keep checking the map.



## Tip

### Attack the Zwei Beinig using the laser while avoiding the aerial mines.

Once you reach the midpoint in the stage, you'll find the Zwei Beinig waiting for you, a super heavy mobile tank. It will rumble toward the Valken firing off Vulcans and aerial mines. This is a great chance to see what your levelled up laser can really do.

→ It almost looks like it's trying to hide up there, but it's too big to pull that off.



Fix the gun barrel and fire away at this nice big target. You can avoid the missiles by dodging to the left and right.



You can't miss this  
broadside of a barn.  
Fire, fire, fire!



Once you get the movement of the aerial mines down, you should be able to win with minimal damage.

## Enemy

### Target the Untarth from above

The ground AS armed with beam weapons are the Frosch Untarth. They reload those lasers fast, so narrow terrain is going to make them hard to handle. The good news is that your shield can stop their laser blasts. Then use your verniers to get some airtime and fire down at them from above. The Untarth can only attack to the left and right, so you'll find safety in the skies.



Touch them and you'll take continuous damage, quickly draining your energy.



→ Aim down from the air and you won't have to worry about Untarth attacks.



# BOSS Time to turn the Espoir into scrap

You arrive at the launchpad for the massive Espoir space shuttle, but you are too late to stop the launch. The Espoir blasts off into the air. Calling in to the Versis, the Valken gets another booster and begins the pursuit. The Espoir is rising fast. The only way to stop it is to keep firing that laser. Start by taking out the two turrets.

## Enemy

### Defeat the Dekken to further enhance your laser

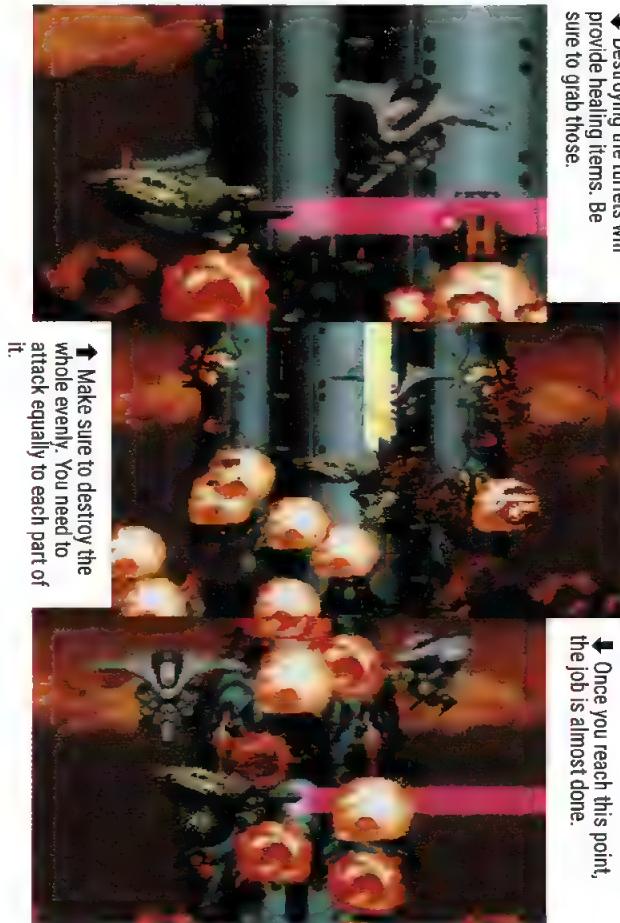
Two Dekken aerial combat AS will appear to defend the Espoir. The first one of these that you defeat will drop a power up. Feed your laser to the max!

Wait as long as possible to destroy the Espoir in order to collect all the items you can.

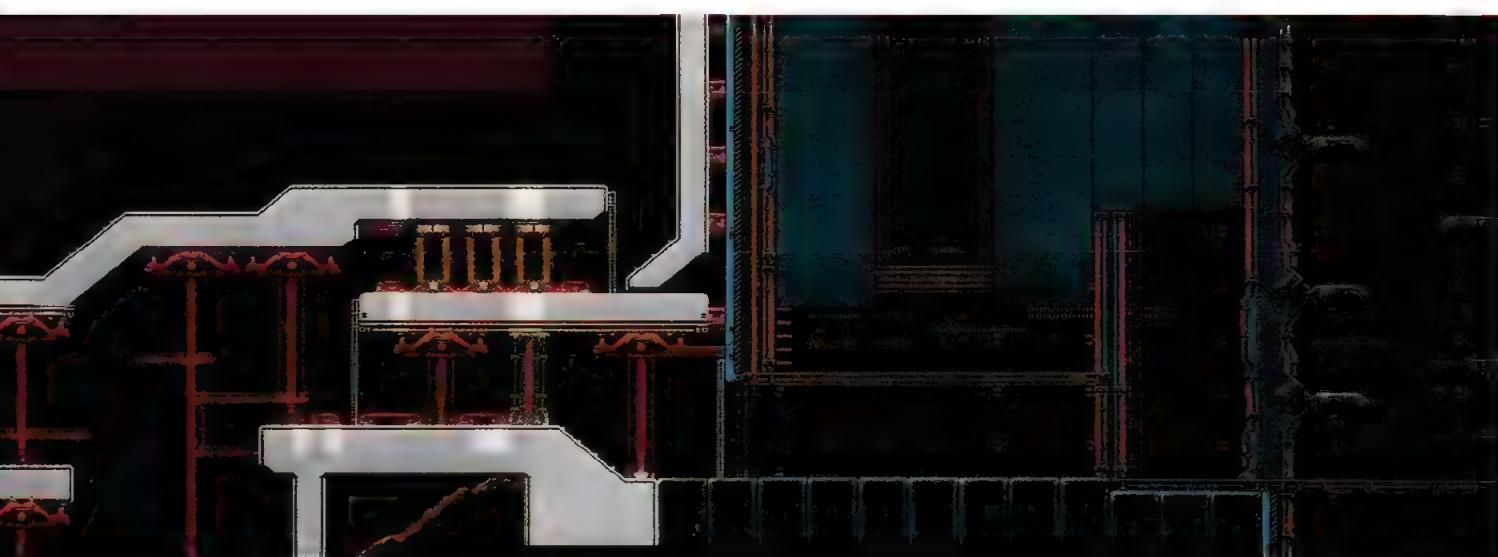


Once it can't fire back you can laser it into a crash landing—but don't take too long to get the job done!

Destroying the turrets will provide healing items. Be sure to grab those.



Once you reach this point, the job is almost done.





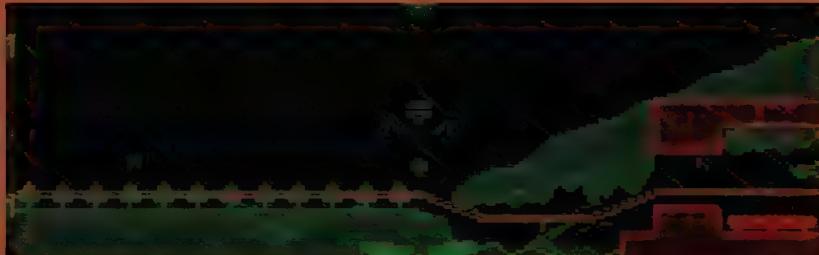
## STAGE 6

# MOUNTAIN GUNS

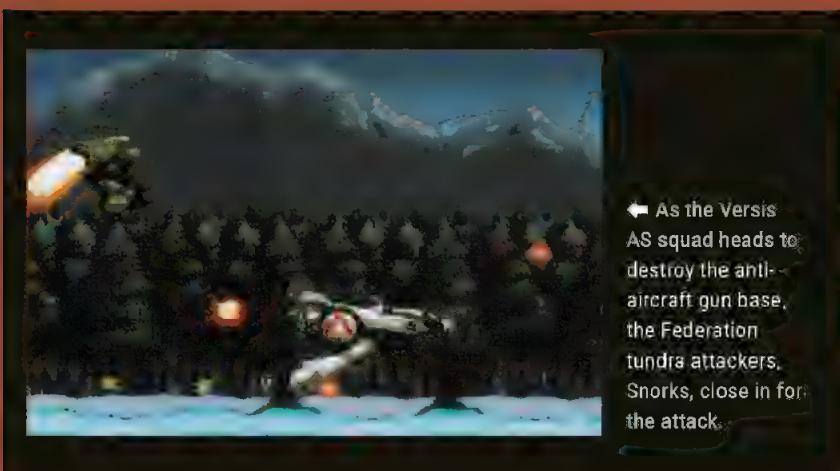
Take out the flak base and kick off Operation Soldier Soul

### OPERATION OUTLINE

The Union is striking back around the world, further weakening the Federation. The Union military determines the time is right to launch Operation Soldier Soul—a push to take down the Federation capital in one fell swoop. The Versis is also going to participate, but the only way to reach the capital in time for the operation is by crossing the Alps—where there's also a Federation anti-aircraft gun base. To safely pass through this hostile airspace,



the Versis deploys its AS squad to suppress the fortress dug out of the Alpine mountainside. The fate of their carrier will rely on the success of the AS squad in this mission.

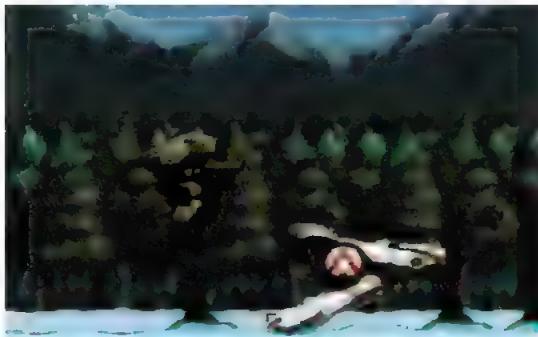


As the Versis AS squad heads to destroy the anti-aircraft gun base, the Federation tundra attackers, Snorks, close in for the attack.

- |                    |  |
|--------------------|--|
| Victory Conditions | <ul style="list-style-type: none"><li>Destruction of the anti-aircraft guns and the Schneeburch</li></ul>  |
| Defeat Conditions  | <ul style="list-style-type: none"><li>Destruction of own Valken unit<br/>→ GAME OVER</li><li>Run out of time for destruction of the anti-aircraft guns<br/>→ GAME OVER</li></ul> |

## Opening with another high-speed scrolling section

This stage also starts with another high-speed scrolling section. But unlike the previous ones, this time you don't have the booster equipped. Instead, you are proceeding over the snow using the roller dash. This makes changing direction especially difficult. The trick is to jump and just tap the opposite direction from your current direction of movement. Suddenly, changing direction will become a lot easier. Practice a few times and you'll be ready to spin around at the drop of a hat.



↑ You need to master changing direction or you'll quickly get in trouble.

### You'll face a total of four Snorks

In the snow, your Valken will have to face the Snorks. As you must defeat all four of them, this could take a while if you don't know what you're doing. The fastest way to take them down is laser attacks to the left from the right side of the screen. If you want to play it safe, fire the laser from the left of the screen while avoiding the mines.



↑ If the mines are giving you trouble, attack from the right side of the screen while resigning yourself to some blaster damage.

### Enemy

## The Highsha in front of the anti-aircraft guns

Defeat the four Snorks and you'll reach the anti-aircraft base. It looks like you'll get inside easily for a moment—but when are things ever easy? Some Highsha powered suits will try to stop you, firing their Vulcans from the shadows. Use the sound of incoming fire to spot them, block with the shield, and then fire back. If you've got plenty of energy then you can just rush past them, but that approach doesn't come highly recommended.

→ Vulcan fire comes at you from every side. Start by spotting where it is coming from.



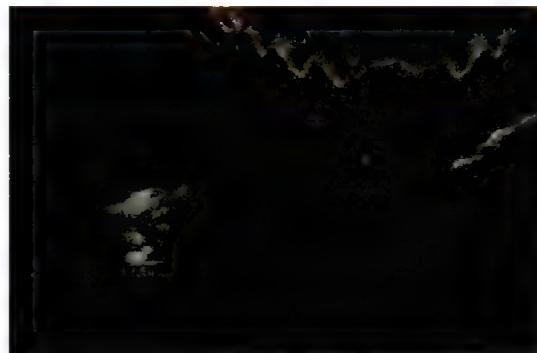
← If you see an explosion when firing the laser, that means you've found a Highsha. Press your attack and take them down.

**START**



## Keep your wits about you from the moment you enter the caves

The anti-aircraft base is a system of caves. There's no natural light in here so you'll need to use the searchlight. The only weapons you can use with the light equipped are the Vulcan and missiles (and Napalm if you have it). Make sure those weapons are a suitable level.



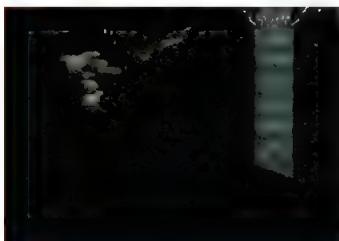
Spin the + button to confirm the platforms all around you. A simple trick.

### Tip

#### It's reckless to take the Serpent on head-on

As you proceed through the caves you'll suddenly be greeted by the centipede-like Serpent mobile weapon. It doesn't have any weapons but will dig through the ground and try to ram into you. You'll risk too much energy by fighting it head-on, so choose safety over speed when taking it down—although that's easier said

than done if you don't have a high enough level Vulcan.



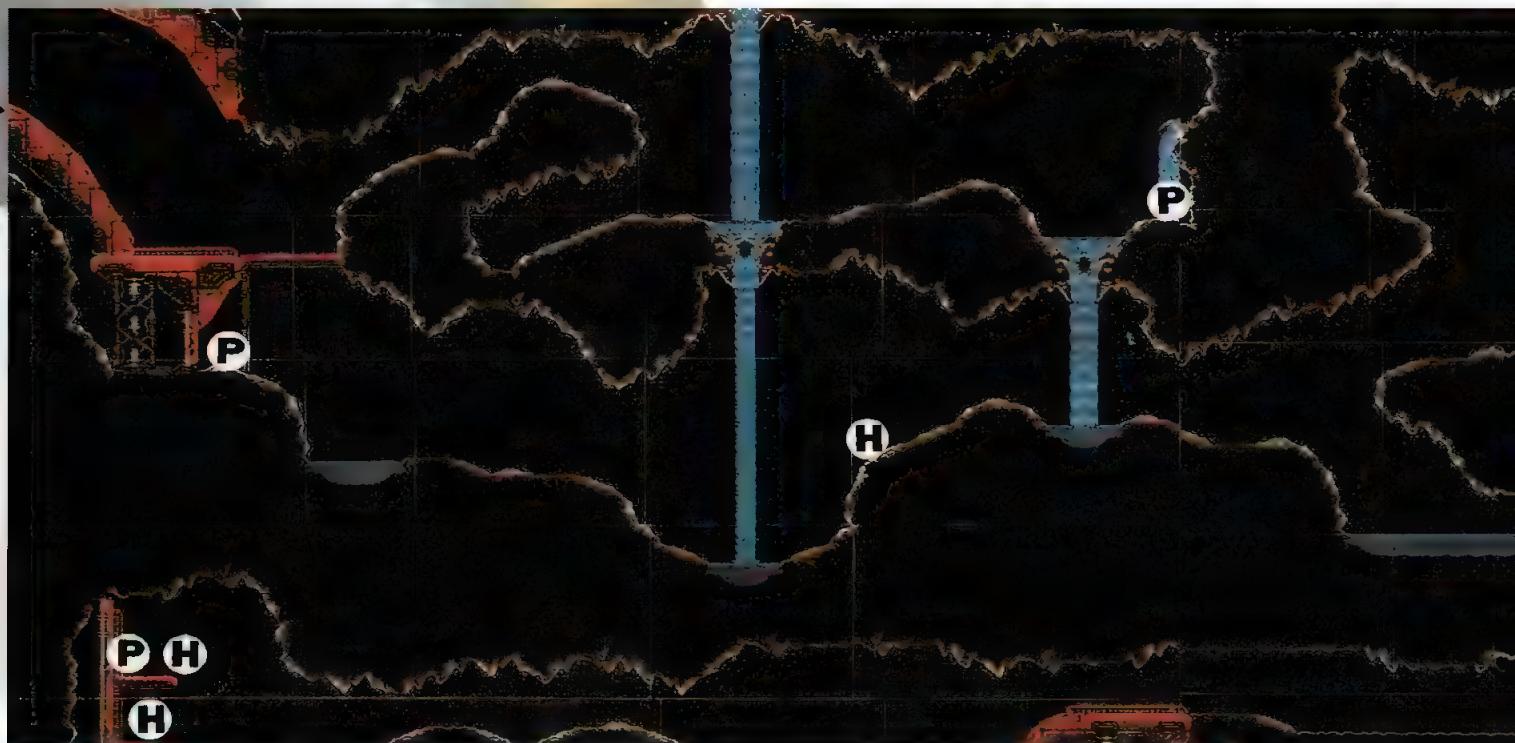
Don't drop down from here and move forward just enough to make the Serpent appear.



Use your levelled up missiles from here. If they have enhanced homing capabilities, they'll do all the work for you.

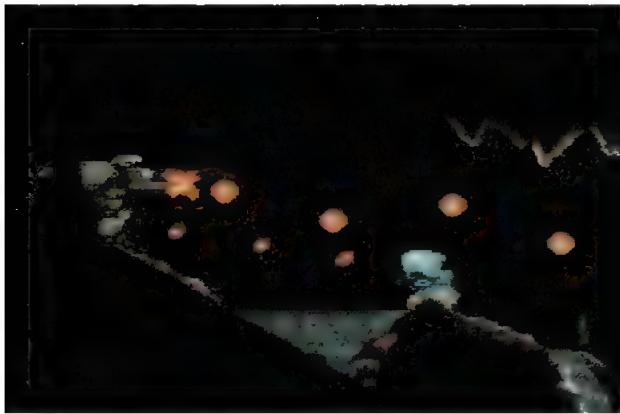


If you stay in the same spot then the Serpent will always appear in the same place and pass through the same space. Make use of this!



## Use the searchlight to proceed toward the upper right

There are also holes in the caves floor, which will snuff you out instantly if you fall into them. The best way to proceed—and avoid this fate—is to head toward the upper right. However, sometimes you will still have to drop downward a little to proceed. You can't open the map here, so there's no way of knowing where the pitfalls lie. This is the time to spin the searchlight around and confirm all the platforms. Spin to win!



↑ At times you'll have to change direction a little, but in general head for the upper right. When you do have to drop down, confirm the platforms with the searchlight first.

### Tip

## Don't follow the black rabbits

Mysterious black rabbits can be seen jumping around at the bottom of the caves. They aren't going to attack you and you can't attack them either. They are just there to tell you this is the floor of the cave. If you see a rabbit, don't go down any lower. Moving horizontally is still okay, but it's safer to keep moving upward. Safety first!



← Jumping rabbits. Their eyes flash in the darkness, making them almost look like beautiful fireflies when the lights go out.

→ Heading horizontally will get you the best items and is the shortest route to the goal. Just be aware of the constant danger.



## Rely on your searchlight to spot the mines on the ground

Once you get into the second half of the caves, you'll find traps intended to ward off intruders. There are mines placed on all the platforms you will have to cross. Don't jump around without using the searchlight to check your footing first.

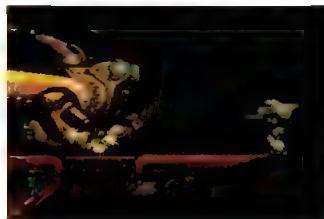


← Fire the Vulcan downward when you jump. Learn all the safe ways to proceed.

## Enemy

## Run from the train

In the mid-point passageway, you'll suddenly encounter a train-type machine closing in from behind. You can't destroy this, so you'll just have to run. The only escape is a platform down the corridor to the upper right. Keep roller dashing forward and then jump up to safety. Make sure not to get caught up in the collision or to take any damage from the explosion it causes.



← The train just keeps on coming. All you can do is run away.

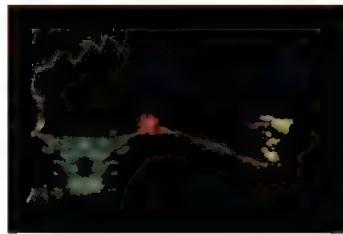
## Weapon

## Wasting power up items

All the power up items in stage 6 appear inside the caves. That means you can only power up the Vulcan and missiles during this stage. Your Vulcan should already be at the max, so that leaves you with

the missiles, but at this point even the powered-up missiles won't see much action. Don't feel like you must collect the power ups.

→ Prioritize healing items over power ups.



**BOSS****Destroy the anti-aircraft guns while attacking the Schneebruch**

When you emerge from the caves, the Versis is taking fire from the anti-aircraft guns. If you can't destroy them then the Versis will be shot down. Start using the laser to take them out. That will cause the Schneebruch to appear, but you still need to focus on the anti-aircraft guns first. Once you've whittled them down and have some

**Enemy****Don't touch the Schneebruch's plasma ball**

As you take out the anti-aircraft guns, a massive hover attack craft called the Schneebruch will suddenly appear. You need to defeat this too, so lock the gun barrel diagonally upward to the right and give it some laser. Make sure to jump and avoid the plasma ball.



→ You've got plenty of room to work with here, so roller dash left and right to avoid attacks.

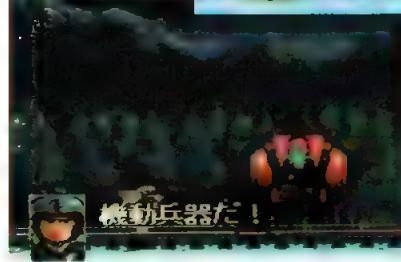
time in the bank, then you can fight the Schneebruch as well. You'll also need to decide based on how much energy you have left.



→ Get the laser back on as soon as you emerge from the caves. Then just keep on shooting.

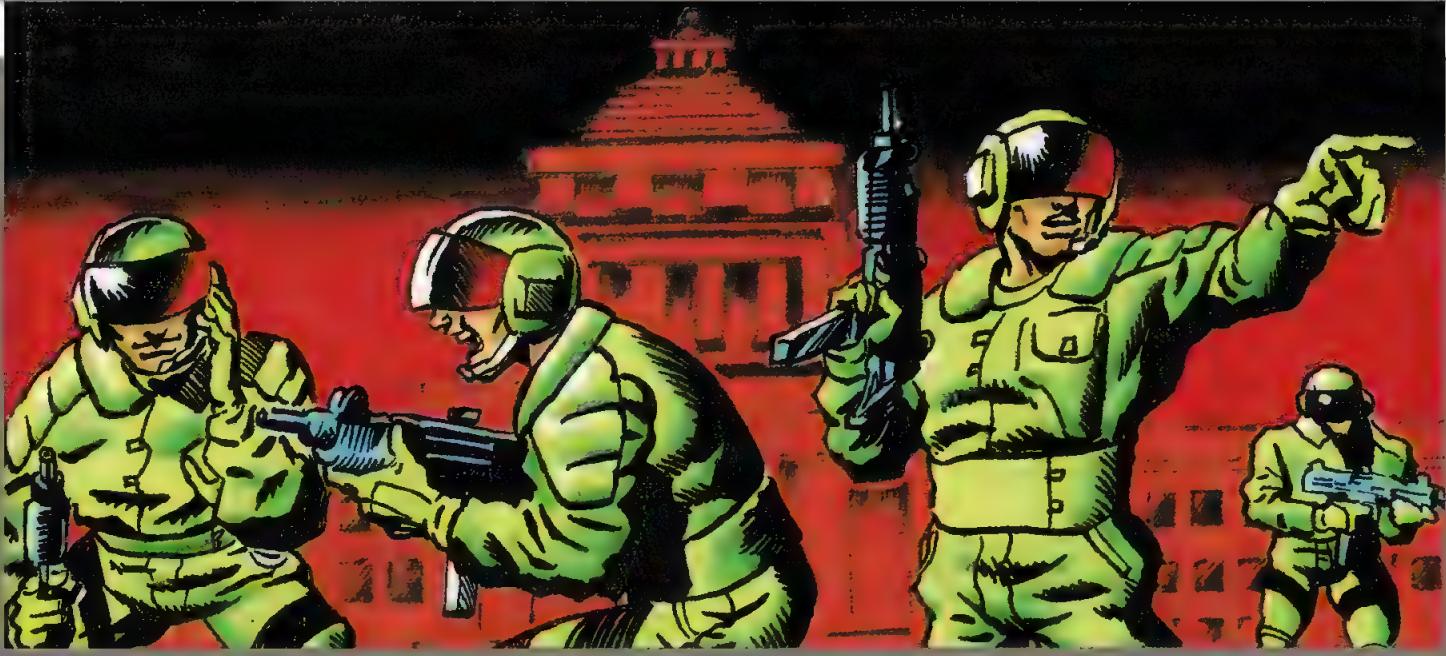


→ When you need to move, use the roller dash to keep things quick. Is it fastest to just tap the + button?



→ Someone shows up to try and stop all this demolition. You'll need to defeat them both, so just keep on attacking.





## STAGE 7

# SOLDIERS' SHOWDOWN

The Federation capital burns. Is the fighting almost at an end?

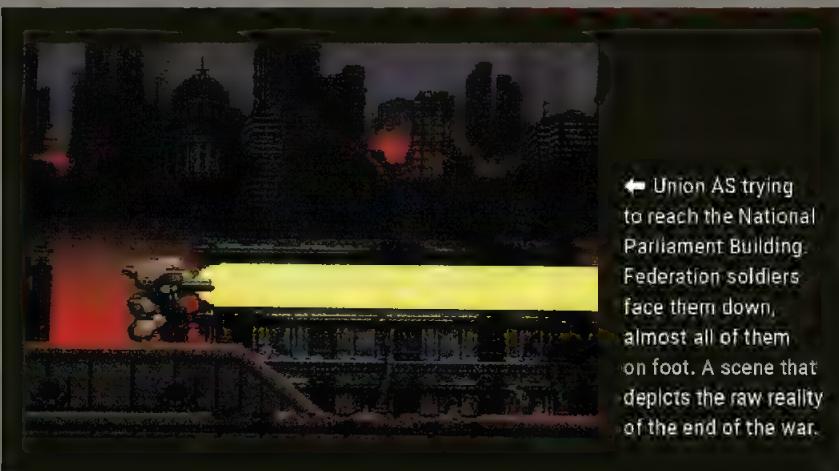
### OPERATION OUTLINE

The day of Operation Soldier Soul is finally here, as the Union military make their move to suppress the Federation capital.

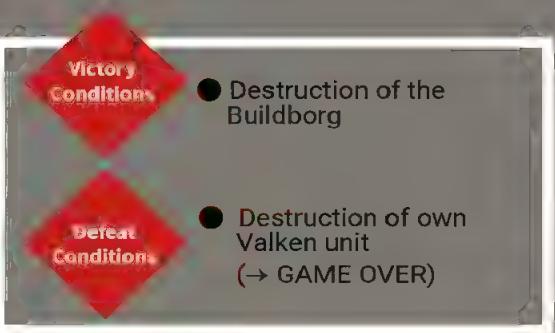
The Union has deployed 30 battleships and approximately 200 AS into this battle. An all-out attack might sound overwhelming, but if this operation fails then the Union will be finished. It truly is a last-ditch attack. The Federation has prepared with all its active AS: regular weapons,



and then even its prototype AS and mobile weapons, fighting back with everything they've got. This is the largest urban operation of the Fourth World War, the buildings of the capital burning amid the harsh fighting from both sides. And the stakes, a handful of Union AS close-in on the National Parliament Building.



→ Union AS trying to reach the National Parliament Building. Federation soldiers face them down, almost all of them on foot. A scene that depicts the raw reality of the end of the war.



START

## Don't count on energy recovery. Be ready with your shield at a moment's notice!

This is it. The final stage. The Versis has taken a beating, and it's too damaged to take off ever again. You've got a date at the Parliament Building, but Federation troops are going to be all over you from the moment you launch. As soon as you land, destroy the powered suits on the left to prevent you from getting attacked from behind. Then you just need to slowly make your way to the right.



↑ Launching out like that looked really cool but now you've got enemies behind you.

Don't expect to see many healing items. You'll need to be ready to take every enemy attack on your shield, so keep your finger near the button.



### Enemy

#### Attack the Lebendig when they land

The Lebendig is a medium-sized AS developed as an offshoot of the Vexal that appeared in stage 1. Wanting to shoot them down before they even get a chance to use that powerful Vulcan makes sense, but you can't attack them during transport. Wait for the instant they are released and land on the ground, then let them have it. If you miss your opening, put up the shield and ride it out.



↑ The Karsel transportation craft can also be destroyed once they release the Lebendig.

↓ Don't waste any firepower. Wait for your chance, then unleash a focused attack and pray it is enough.





## Read the on-screen messages while keeping an eye on enemy movements

Messages will appear often at the bottom of the screen during this stage. Sometimes these communications can even make it harder to see enemy AS, security, or incoming hostile fire. Maybe you can remember where all the enemies are, but there's a lot going on. When a message starts, hit the shield. It might feel like the passive option to some, but it will also let you enjoy the sparkling dialogue. Two birds with one stone.

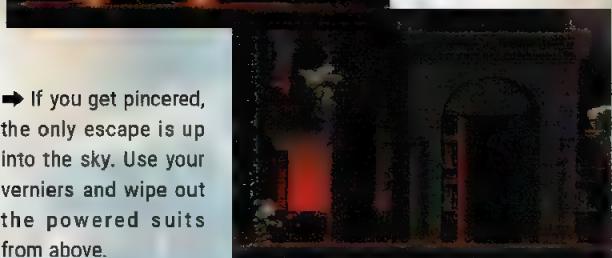


← The Valken and Versis will be in contact a lot during this climactic stage. You might not find absolutely all the information to be useful.

→ You might get attacked when distracted by a message. This is the time to use the shield. It never hurts to be prepared.



← If enemies appear behind you, and there's nothing in front, respond as normal. This is the moment to bring all your experience to bear.



→ If you get pincerred, the only escape is up into the sky. Use your verniers and wipe out the powered suits from above.

## When attacked from behind, jump and circle around

Even after the screen changes, the Parliament Building remains far away. Don't drop your guard now. After the map change, you'll be attacked from behind again two more times. When this happens, keep your cool. Jump, circle around to the left, and then fire your laser to the right. If you don't make it in time, you'll have to use the verniers and attack from the air. It will increase your chances of being hit, but you'll just have to make the best of a bad situation.



# BOSS-1

## Face off with the Zoafrem inside the Parliament Building

Inside the Parliament Building you'll find Beldark again, piloting a prototype versatile AS called the Zoafrem. After an exchange over comms, the battle will begin. If you've taken considerable energy loss on the way here, you'll want to start by defeating the Zoafrem's bits. It has two of them, and both will drop healing items when destroyed. After that, keep the battle in the air. Circle around while attacking to throw off the incoming attacks.



← You've come to confront the President, but Beldark stands in your way.



← If he pressures you like this then you'll also get slammed into. Hitting him isn't easy either!



→ Start your offensive by destroying his bits and collecting the healing items.



← Once the bits are gone, take it to an aerial battle. Depict a circle while firing the laser. Take the lead in this dance of death!

## Impeachment With a Bullet!

### Just when you get President Schellmark on the ropes...

You've taken out the Zoafrem. Beldark gets away, but President Schellmark must be your priority. Jump around to find a way forward and you'll automatically smash through the ceiling and fly up. You arrive in President Schellmark's office, but what happens next?



時の流れが我々を戦争へと導いたにすぎん！

### Weapon

#### You'll have no trouble with a level 3 laser

There aren't any power up items in the boxes on the final stage. You can only collect them by defeating enemies. The key point here is your laser level. No problem if you are

already the max, level 3, but if you haven't reached those lofty heights then destroy all the enemies you can. It'll come down to luck, but a single level makes a massive difference. Keep it in mind!

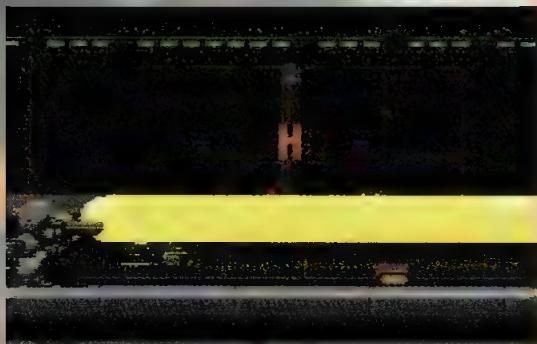


↑ This thick laser is end. what really help in the

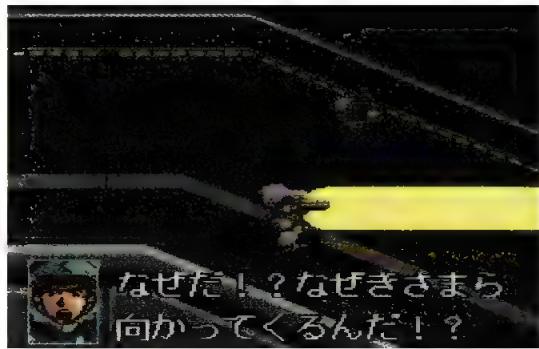


## Recover energy during the high-speed scrolling section

The Zoafrem has been destroyed and Beldark is on the run. Federation President Schellmark took responsibility for the war—in his own special way. But the fighting isn't over yet. Beldark breaks out the final, ultimate weapon of the Federation military. You hurry toward the crisis, but Federation soldiers who still haven't accepted that the war is over stand in your way. The only resistance they can offer is with anti-AS rifles and small Mustique hovercrafts. They can't do much damage. As this is a high-speed scrolling section, however, you'll crash into the closing shutters if you don't keep firing.



↑ The war still hasn't ended. How much longer must the fighting continue?



なぜだ!? なぜきさまら向かってくるんだ! ?

← The Mustiques will sometimes drop healing items. Make sure to grab them.

### Tip

### If you see a flash, jump for it!

During the high-speed scrolling section, the floor can suddenly drop away, killing you instantly if you go with it. When the screen flashes, get the verniers going and move as far to the right of the screen as you can. That should keep you safe.

← When you see the flash, jump. Don't mess this up!

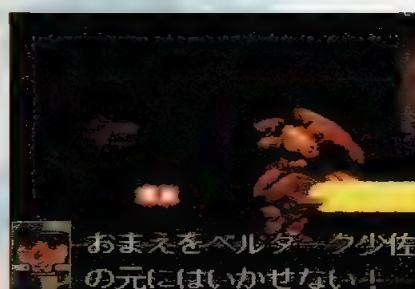


→ Then fly to the far right of the screen and you'll be safe.

## BOSS-2

### Get inside the beam range of the Volcarno

Once you have secure terrain underfoot again, next you'll have to face the Volcarno, a massive prototype AS. The pilot is Rik, the same pilot whose life you saved previously. If that seems a little ungrateful, it's just another product of this terrible thing called war.

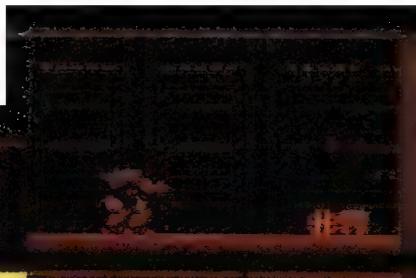


↓ Attack with the Valken right on top of the Volcarno. The trick is using horizontal movement to keep adjusting your position.



↑ The Volcarno might appear from behind you, but it's severely lacking in available beam angles. Talk about a design oversight.

The Volcarno has a scary particle beam but get inside its effective range and your fears will melt away. Place your Valken right over the Volcarno and shoot your laser diagonally. Fight with care.



↑ After defeating the Volcarno a healing unit awaits. Recover your energy in readiness for the final battle.

# BOSS-3

## The final battle with the Bildvorg!

Your final adversary is Beldark, this time piloting the Bildvorg super heavy AS. He is fighting for nothing but his own honor. The edges of his crazy are starting to show. You've pushed him this far, now finish the job.



→ Beldark's Bildvorg goes into action as soon as the Valken arrives. The gong sounds for the final battle—and only one will walk away from this alive.

### 1 Deal with the turret using circular movements

The shots from the turret in the body will keep up the pressure by ricocheting around. Start out directly in front, and once it fires circle downward in a gradual motion to avoid it.

Of course, don't forget to keep firing the laser. Repeat this and you will be able to defeat the turret. The gradual motion is the key.



→ Destroy the turret and a healing item will appear. Make sure you grab it.

### 2 Destroy the beam cannon

Next you need to attack the turret located right on the chin. This will also fire at regular intervals, and right toward the Valken. Wait in a narrow space so

that you can move into the open once it fires. Then attack from close range.



↓ There's a pattern to everything. You just need to spot it.

### 3 Get a read on the interval for the arm movements

The Bildvorg will start by punching at the Valken with its arms. These movements won't cause much damage even if they hit you, so at first you can just ignore them. Once you've

destroyed the turrets, however, you should attack the fists and destroy them. Vulcans will appear but there's nothing to fear once you get the timing down.



↓ The Vulcan fire is quite weak. You can even learn the pattern by getting hit a few times.

### 4 Once it fires the beam, attack the head

Once the cheek turrets are gone, it's the climax of the battle. It will start to fire lasers from its mouth. These lasers will target the current position of the Valken in the moment they are fired.

Lie in wait at the bottom of the screen, and then move upward once the laser is fired and you'll be perfectly positioned to hit the exposed head. Repeat this process!



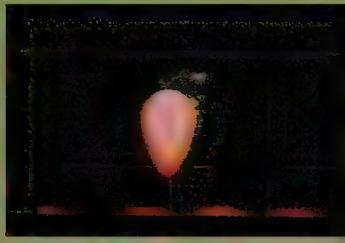
↓ You can only cause damage while it is firing the beam.

## After the fighting ends...

Defeat Beldark and his Bildvorg and the emotional ending awaits you. However, the exact events you'll see depends on what happened during your earlier missions. We'll leave you to see for yourself which of the endings you earned.



↑ Beldark's last words. Is this the end? Yes. Yes, it is!



↑ The Valken makes a desperate escape. But who or what waits outside?



There are plenty of games that make you think “that’s fun” or “wonderful!” But when you add games that are “cool” into the mix, the number then quickly drops.

Assault Suit Leynos, the game that can be called the precursor to Valken, is one of those few titles that can be considered “cool.” It was ridiculously difficult, but the way everything unfolded was sublime, and the presentation and dialogue was on another level. Robot-based action games can become all about the action, but Leynos also featured a tense storyline, bringing in elements from hardcore robot anime. As someone who watched VOTOMS on TV when it originally aired—and got totally hooked—I was fated to love that game.

Valken is the true successor to those ideals. It goes without saying that it’s fun, but it’s also even cooler. So much so that even if asked for specifics about what’s so cool, I can only say “everything!” Rather than simply making a Super Famicom update, the developers proved they have a perfect understanding of “cool,” and have reflected it faithfully in their work.

Ah, the glare from those fortress vents! It’s all so beautiful!

## On Being “Cool”

**Daisuke Narisawa**

(Jack of all Game Trades)

## My Shield and Your Shield

What your use of the shield says about you

**Yutaka Noguchi**

(Comedian Class 3)

I started with a preachy title but let me make something plain. I suck with the shield. I want to block that incoming attack, I really do, but it always hits me first! I’ve been on so many sorties over the new year holiday season, I think the synapses that give the orders from my brain have been fried.

It probably comes back to my overeager personality. Two steps forward one step back? Nah, I go for the third step forward. The romance section of my horoscope says, “handle with care.” I’m the type who rushes in and lets the regrets catch up later. Of course, like mad old Murdock from the A-Team of old, I don’t bother with reading the manual. Straight into the action, please!

And yet Valken still welcomed me warmly into the embrace of bracing gameplay. The first time I played the game, I cleared without using the shield at all! I didn’t even know it was there! This is a hardcore, intensely detailed piece of software, but it’s also so accommodating. It’s not so desperately difficult that you don’t have a moment to smell the roses as you play. That’s big—and not the same thing as a game you can just mash the buttons and win. But you know what—I still suck with the shield.





# SETTINGS & MATERIALS

ASSAULT SUITS VALKEN

## Advancing into Space Rekindled the Ambition of Mankind

It is the 21st century. The world is divided into two superpowers. The pacific nations—with the USA, Japan, and Australia taking the lead—have formed the United States of Pacific Rim, or the Pacific Union, while the European-Asian Federation is comprised of Europe, Asia, and the old Soviet Union.

Following the trend of reduced military engagements from the end of the 20th century, both powers originated as economic blocs. However, with the progress of humanity into space, their nature as military alliances rose to the fore once again. The main bone of contention was the rights to possession of the moon, discovered to contain practically unlimited energy resources, and relations between the two sides gradually worsened. Eventually, the world was to be plunged into the fires of war once again. The time is the end of the 21st century...



# Age of the VALKEN

## HISTORY of ASSAULT SUITS

The setting for Assault Suits Valken is the Fourth World War, occurring at the beginning of the 22nd century (2101). While the fighting itself has only been raging for a short period at this point, the reasons behind it are complex and have

been brewing for many years. A new power source and the development of a revolutionary weapon system during the 21st century are the primary contributing factors to this largest-scale conflict that humanity has ever seen.

### HISTORICAL TIMELINE

- |             |   |
|-------------|---|
| <b>2016</b> | Energy ore discovered at lunar excavation site.   |
| <b>2043</b> | Anti-gravity technology developed by the USA.   |
| <b>2052</b> | Energy ore linear cylinder developed.   |
| <b>2084</b> | Compact Vehicle Energy Ore Engine developed by Dehan Belga and Barte Harty.   |
| <b>2089</b> | The Pacific Union military placed requests with affiliated bodies for the development of vehicles capable of operation in the vacuum of space and on the lunar surface. |
| <b>2090</b> | Grand Pacific Ltd. registered specs for the assault suit Hughes 8 with the Union military.  |

**2091**

The Hughes 8 is completed. The Union military officially adopts the weapon for military use.

**2093**

The Union and the Federation forces clash at excavation sites on the moon. The Third World War breaks out.

**2096**

The Union and the Federation negotiate a peace treaty. The Third World War is concluded.

**2097**

A space exploration fleet leaves the solar system.

**2099**

The assault suit Valken is completed.

**2101**

Federation Space Cruiser Baikal attacks a Union transport vessel in satellite orbit (the Graham Incident).

THE FOURTH WORLD WAR BEGINS

# I. Road to the Third World War

2016 ~ 2093

## Evolution of new technology via the discovery of energy ore

One of the biggest discoveries of the 21st century was so-called "energy ore." This rare mineral was first found on the surface of the moon in 2016 and would eventually lead to a complete revolution in propulsion systems. Possessed of a unique electromagnetic wavelength, with the correct processing and when used in combination with energy ore with a different wavelength it could create a vast volume of electro-magnetic energy, allowing for technology that blurs the line with magic.

The discovery of energy ore would form the basis for a technological revolution, but at the same time it also accelerated the two global factions toward greater conflict. The situation between the two was already fraught as they vied for the excavation rights for the few remaining fossil fuels.

Both factions sought to take advantage of the properties of energy ore and create an energy ore engine, but the complexity of their construction prevented easy miniaturization and they mainly found use in things like spaceship engines. However, in 2084 an ultra-compact energy ore engine called the Belga-Harty Core was finally developed. Its practical applications were initially under question, but its revolutionary systems were reviewed and



eventually became the basis of assault suits and other mobile weaponry.

## Glossary

### Energy Ore

A mineral found on the surface of the moon in 2016. Possessed of a unique electromagnetic wavelength, it can be processed to generate vast reserves of electromagnetic energy. In the beginning there were limited reserves and the engines using it were massive, meaning many have reservations regarding its practical applications. However, further veins of the mineral were discovered on the surface of the moon during the 2040s, and the high cost-performance energy ore linear cylinder and engine were also developed, eventually leading to use for powering the assault suits and

other mobile weapons. During the Fourth World War, the setting for Valken, almost all vehicles, spacecraft, and mobile weapons are fitted with an engine that uses this energy ore.

### Anti-Gravity Device

Officially titled the "electromagnetic gravity attenuation regulator." One of the technological systems taking advantage of the vast electromagnetic energy provided by energy ore. While not capable of generating absolute anti-gravity, it generates highly precise electromagnetic walls that can reduce the effects of gravity. It is often incorporated into large spaceships and mobile weapons as part of the auxiliary drive systems.



## Road to Development of a New Age of Mobile Weapons: Assault Suits

During the 2080s, the conflict surrounding energy ore intensified. In anticipation of future large-scale conflicts outside of Earth's atmosphere the Pacific Union military placed a research request with their affiliated organizations for the development of a new weapon system.

The military ordered the development of a special vehicle that could engage in combat in both the vacuum of space and on the surface of the moon. Dozens of companies submitted proposals for new weapons, but the majority of them were 20 meter or larger combinations of spaceships and tanks. Putting their capabilities aside, the construction of one of them was equal to the cost of a space cruiser, putting the brakes on the Union plans for a new weapon.

It was then that a plan rose to prominence as proposed by one of the smaller manufacturers, Grand Pacific Corp. It detailed humanoid weapons 5 meters tall and weighing 4 tons. This was the ASS-01 / Hughes 8, the progenitor of the modern assault suit. More detailed specs will be shared on page 61, but the Hughes 8 contained all sorts of revolutionary technology. First and foremost was its use of the use of the Belga-Harty Core as its primary power source. While

the potential of the core has been well received, there had still been various issues with its practical application and the Hughes 8 was the first such unit to be fitted with the technology. Furthermore, Grand Pacific's main area of expertise was in the field of mechanical manipulators, and the plan included fitting the Hughes 8 with extremely advanced manipulators. Capable of movements almost completely mimicking the human hand, this allowed access to not only a variety of weapons but also operating in a wide variety of arenas. The plan was approved and in 2093 the Hughes 8 was officially adopted by the military.

## Glossary 2

### Grand Pacific Corp.

A subsidiary of Union Heavy Industries, a space battleship manufacturer. They were originally developers and manufacturers of battleship cargo loaders. That provided them with unique knowhow in relation to manipulator technology, while their connection with Union Heavy Industries provided them information on energy ore engines. With the adoption of the Hughes 8, Grand Pacific would go on to handle almost all of the assault suit manufacturing for the Union military.

## II . The Third World War

2093 ~ 2096

### A clash between superpowers over remaining fossil fuels

In 2093, the tension between the two factions reached a peak, and the Third World War finally broke out.

One of the primary causes of the conflict was the struggle to maintain mining rights not only for energy ore but also other fossil fuels, such as petroleum, that were still being used. The Third World War had a number of unique characteristics. First, the primary battlefield was space. Serious warfare in that airless void was a first for humanity. The second significant point was the deployment of the previously introduced Hughes 8 into the conflict. While this marked the debut of the assault suits that would later become the primary actors on the battlefield, at this point they failed to make a significant impact. The military brass didn't place much trust in the capabilities of the AS and used them for little more as support for mobile infantry.

Fighting in space consumed vast resources, and it was only three years after the outbreak of war, in 2096, that the two sides negotiated a peace treaty. A few treaties were formed, and the

## Glossary 3

### European-Asian Federation

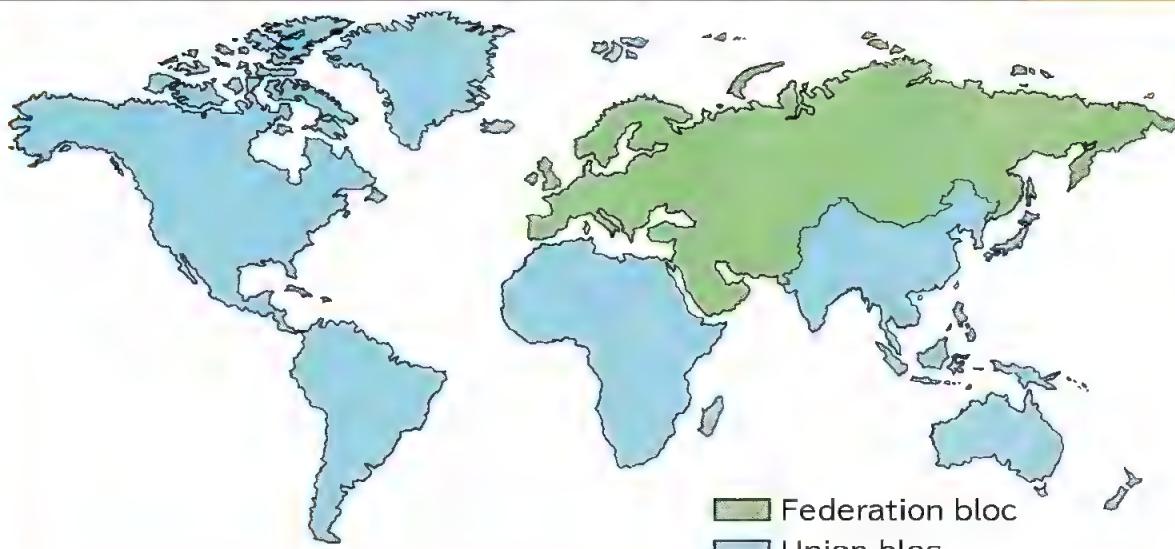
Comprised of the nations of Europe, Asia, and the former Soviet Union. An economic bloc created as an extension of the European community at the start of the 21st century. However, as political and economic clashes with the Union increased, it became more of a military alliance. At the same time, it transferred to a more totalitarian political system, with the authority of each nation becoming restricted and a more centralized system established.

### Pacific Union

Comprised of the USA, Japan, Australia, and other Pacific nations. As with the Federation, it originated as an economic bloc. However, ongoing military engagements with the Federation eventually forced a more militaristic alliance. While it is a "union," each nation still holds independent power. The government is seated in Washington, the capital of the former United States.

war came to an end. The main thing the Third World War left humanity with was an even more serious lack of resources. The two factions worked together to form an exploratory fleet that was subsequently sent out of the solar system, and for a moment it seemed like peace had been restored. However, this was only the prelude to an oncoming, even larger conflict.

European-Asian Federation & Pacific Union / Power relationships on 1.1.2093



## III. The Road to the Fourth World War

2096 ~ 2101

### A moment of peace was nothing but an interlude before the next war

The Third World War was concluded in 2096. However, this proved to be nothing but a brief interval before the next bout of fighting. It was more a ceasefire than an end to all hostilities.

Immediately after the end of the Third World War, both factions predicted that further fighting was inevitable and rapidly turned to further weapons development. Such research was centered around assault suits. This went not only for the Union, which had actually deployed the Hughes 8 during the conflict, but also the Federation, which developed its own model based on Hughes units captured during the fighting and hurried into production of their own assault suits. The Federation was comprised of a larger number of nations, providing a wide range of technology, and a varied range of assault suit-type mobile weapons went into production.

The Union was also still pouring more research into assault suits. They brought all their technology together and completed the new ASS-117 Valken model, an AS possessed of revolutionary capabilities.

Two years after the completion of the Valken, the Fourth World War broke out.

### Glossary 4

#### Space Exploration Fleet

Faced with the critical lack of resources on Earth, humanity turned to serious resources development of space outside of the solar system. An exploratory fleet was formed, with the first wave departing from Earth in 2097. However, in 2101 Earth was plunged into the Fourth World War. As a result, support for the fleet was regrettably cut short.

#### Valken

Model number ASS-117. Grand Pacific focused all their AS manufacturing knowhow into the creation of this weapon, which was then deployed into the fighting as the trump card for the Union Military.



### The Graham Incident (2101)

The incident that directly instigated the Fourth World War.

In 2101, the Graham, a Union resources transport departing an excavation site on the moon, proceeded to vanish from orbit of the Earth.

An investigation revealed that the Graham had been attacked and subsequently destroyed by a Federation Space Cruiser named Baikal. Further detailed investigations would later reveal the "attack" to have been caused by a malfunction with the Baikal's auto-intercept array, rather than any hostile intent on the part of the crew. But tension was running so high between the two factions, this incident was all the justification they required to begin a fresh conflict. This would become known as the "Graham Incident," one of the defining moments of the Fourth World War.

# IV. The Fourth World War

## 2101 and beyond

In 2101, triggered by what would later be called the "Graham Incident," the Union and Federation were once again plunged into conflict—the Fourth World War.

Unlike the previous conflicts, fighting took place not only in space but also across the surface of the Earth. It really was the most expansive conflict in the history of humanity.

When the fighting started, the Federation had the upper hand. But the Union proceeded to give up on terrestrial fighting and focus all their forces into space. This tactic proved to be an effective one. The Federation lost their lifelines one after another, including mining sites and processing facilities both on the moon and in orbit, and the situation leaned back toward the Union. Cornered, the Federation came up with a final desperate trump card—a plan to drop their space fortress Ark Nova onto Earth.

From the middle of the conflict, the emphasis returned to fighting on the ground. The Federation, desperate to protect its economic center in the European nations, drew heavy defensive lines in the Atlantic Ocean, Africa, and the former Soviet Union, fending off the advances of the Union. Union military command, feeling rising panic as their advance into Europe floundered, decided to execute the somewhat

## Glossary 5

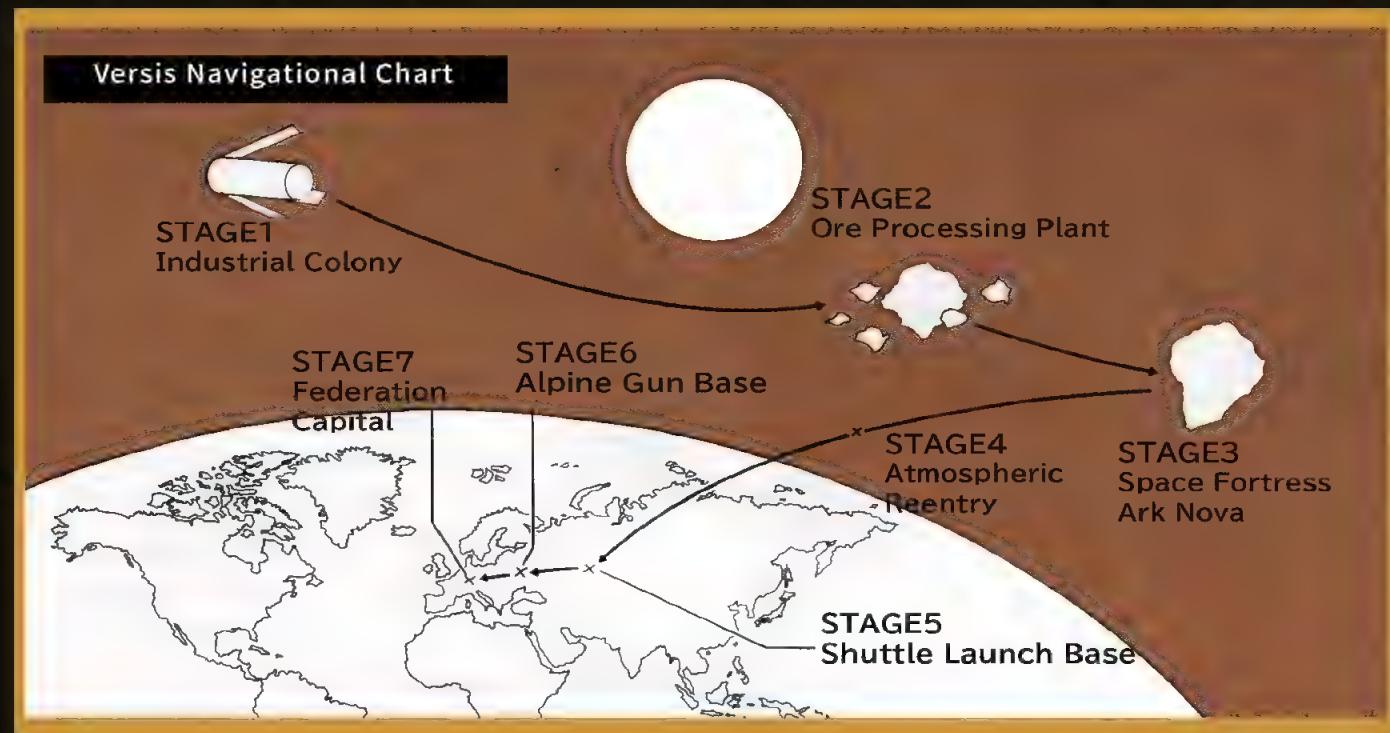
### Ark Nova

One of the Federation's massive space fortresses, located in satellite orbit. It was created by making modifications to an asteroid transported to Earth from the asteroid belt. It was also used as a terminal for resources excavated from the moon and as a facility for weapons development. Its commander was General Geltz.

### Operation Soldier Soul

A massive Union military operation that was enacted at the end of the Fourth World War. The combined military of the Union was gathered to strike at Europe, the heart of the Federation. 300,000 human infantry and countless mobile weapons, including AS, took part in the operation. Both sides suffered massive losses, but it led to the conclusion of the hostilities.

reckless "Operation Soldier Soul." They deployed even the AS Strike Landing Ships that were intended for combat in space, focusing almost all their fighting strength on the Federation Capital. The Federation forces put up fierce resistance to the last. However, there were already voices in the Federation Council who questioned the validity of continuing the conflict, and in the end the decision was made to accept the terms of surrender offered by the Union. This concluded the Fourth World War.



# Union & Federation Forces

## Portraits of the Soldiers

### United States of Pacific Rim Military

The Union Military

The United States of Pacific Rim military, or the Union Military, was formed from the former US military near the start of the 21st century. It is composed of the formal U.S.A, Canada, South American nations, Japan, Australia, New Zealand, and other pacific island nations. Regarding the former three branches of the military (army, navy, air force), the chain of command and armaments remained unique to each individual nation, and this remained in effect until the conclusion of the Fourth World War. However, the space force (official name the "orbital military") that was also formed at the same time as the Union Military was comprised of forces mixed from all the member nations, with the development of space battleships and mobile weapons also proceeding as a joint endeavor.

The seat of military command is in the former New York, USA.

x x x

## Characters



### Lieutenant Jake Brain

Captain of the 68th Assault Suit Squad. A member of space force. Posted to the Strike Landing Ship Versis. An incredibly skilled pilot trusted implicitly by those beneath him. 25 years old.



### Lieutenant Herman Ceaga

Came up through the academy with Lieutenant Brain. Is close to matching him in piloting skill but has a reckless streak and can be impulsive. 25 years old.



### Ensign Kurtz Moton

One of Lieutenant Brain's squad members. Lacks combat experience but is dedicated, hardworking, and has earned a reputation as a skilled pilot. Provides perfect support to his Lieutenant. 21 years old.

The Union Military is comprised of a total of approximately 400,000 troops, split across 100,000 each for the four branches of army, navy, air, and space. The optimization of weapon systems allows for operation with considerably less personnel than the armed forces of the previous age.

x x x

Now seems the moment for a little explanation regarding assault suits. When they were first developed, the very definition of assault suits as weapons was vague, meaning the pilots were collected from various departments. The initial pilots for assault suits included space fighter pilots from the space force, fighter and tank pilots from the army, test pilots from the air force, and marines. Assault suits are now the primary force on the battlefield, and their pilots undergo rigorous testing prior to acceptance, but originally, they were significantly sidelined, and few pilots willingly signed themselves up. Furthermore, assault suits were originally assigned only to the space force, but upon predicting the Fourth World War the army quickly added them to their own ranks. The space force also developed support systems such as the Strike Landing Ships and rushed them into deployment as assault suits became the key to many operations. This foresight was praised in the years beyond the Fourth World War as one of the primary contributing factors for the Union victory.

## Union Military



### Sergeant Major Claire Coral

Operator on the Strike Landing Ship Versis. Handles multiple duties, from management of conditions onboard to transmitting orders to the assault suit squads. Fierce when on the job but actually has quite a laidback personality. 22 years old.



### Colonel Chuck Johnston

Captain of the Strike Landing Ship Versis. A military man who rose through the ranks off his own hard graft, he can appear gruff but is loved by his men like a father. 43 years old.



## United States of Pacific Rim (the Union) Military AS Pilot Basic Kit

We will begin with a look at the equipment provided to pilots of space assaults suits—those weapons fighting in the vacuum of space. Overall, the suit gives off a chunky impression, because rather than being simply pressure-resistant it is in fact a complete spacesuit. Some operations require pressure in the cockpit to be reduced to zero—that is, also render the inside of the cockpit a vacuum—meaning pilots are required to wear a spacesuit. The large helmet worn over the head is also fitted with simple display capabilities, allowing for some information to still be monitored even if the instruments in the

assault suit itself are damaged.

For ground-based equipment, there are a variety of different options depending on the operation parameters, but the most basic loadout is presented here. The proportions almost look as swollen as the spacesuit, due to the inclusion of composite protectors designed to protect the body. Rather than a full helmet, only headgear is worn on the head. As with the spacesuit helmet, these goggles can provide information to the wearer.

## European-Asian Federation Military

### The Federation Military

As suggested by the name, the European-Asian Federation is formed from the nations of Europe, Asia, and the former Soviet Union. The Federation Military was formed from the militaries of the former NATO nations, around the same time as the Union Military at the start of the 21st century.

Shared military plans were formed more quickly than the Union, with military command passed to a representative government from the time the force was established and with all Federation nations using the same weapons and equipment.

Command is placed in the center of what was formerly Paris, France.

x x x

The Federation Military is composed of 800,000 personnel, approximately 200,000 each in the four branches of army, navy, air force, and space force. While this is twice the number of the Union Military, it is still a surprisingly small number when compared to the military forces of the past. The reason is the same as with the Union Military, due to the improvements in weapon systems.

x x x

The Union military originally developed assault suits, but it was the Federation that first realized their true potential. Once the Federation brass obtained data on the Hughes 8, they immediately started to develop a mobile weapon that could match it. In response, corporations from each nation created a series of machines that would go down in history, including the Schmerz, Lebendig, and Zoafrem. (See page 64 and beyond for further details.) However, as is generally known, the Federation failed to secure sufficient resources, and were eventually overwhelmed by the superior numbers of the Union.

## Characters



### Major Alef Beldark

A federation space force marine. Leads a unit in pursuit of the Versis (captain: Colonel Johnston) to prevent the attack on the Ark Nova. A genius pilot. 27 years old.



### Ensign Rik Blizas

A new pilot in the unit commanded by Major Beldark. He has little combat experience and almost dies during atmospheric reentry while pursuing the Versis. 21 years old.



### General Geltz

The commander of the satellite space fortress Ark Nova. He has an aggressive personality and is a mobile weapon pilot himself. He isn't well liked by his subordinates.



### President Schellmark

The highest authority in the Federation. He commands only the council but also the army, navy, air, and space forces. With his holding of all authority, he could even be called a dictator.

## Federation Army





## European-Asian Federation (the Federation) Military AS Pilot Basic Kit

The Federation assault suit pilots also wear a special space suit during combat. The basic functions of the space suit are the same as for the Union, but as the Federation also respects European tradition—and in particular, that of the Prussian Empire—it prioritizes design a little more over functionality. The Federation also had a larger variety of specialized, small production lot mobile weapons, and so certain space suits feature unique functionality for those weapons, such as anti-G measures.

As with the Union, the loadouts for ground weapons have numerous variations. The Earth

is an expansive battlefield, with terrain ranging from arctic Siberia to the burning Sahara. Those best suited to each battlefield are the ones who will survive fighting there. In African battles soldiers might go into combat wearing just a shirt, while in the far north the space suit doubles as cold-weather clothing. The lightweight helmet differs from the one used by the Union by placing a focus on ease of mass production, featuring just a pair of goggles. However, they still provide a data monitoring function.

# AS Breakdown

● The Pacific Union

## Development of assault suits and first deployment

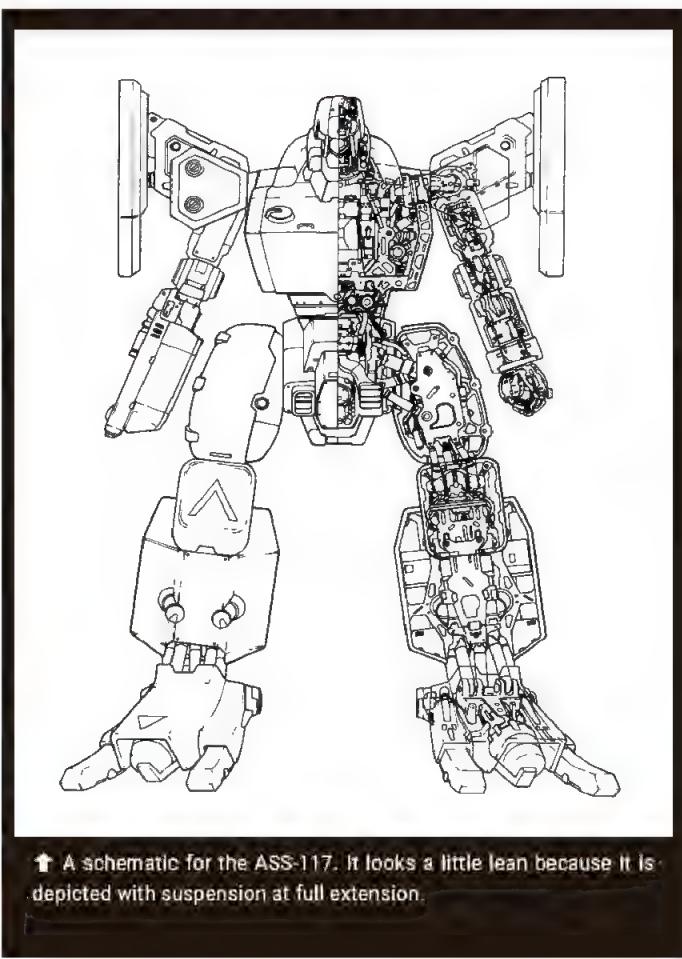
In the 2080s, the Union Military predicted that the primary future theaters of warfare would be the vacuum of space and the surface of the moon, and they started development of a new weapon that could respond accordingly. This resulted in the creation of the Grand Pacific Hughes 8. This weapon, which would later become known as the "assault suit" (AS), had numerous unique features and strategic functions.

First and foremost, it was equipped with highly functional manipulators and a bipedal movement system, making it the first humanoid weapon in history. The manipulators allowed for weapon changing during combat, while the bipedal design allowed for the flexibility of positioning control in the vacuum of space alongside walking movement on the moon or inside space colonies. However, the Hughes 8 failed to completely realize the advantages of this humanoid form, and when the weapon was first deployed during the Third World War it was only really used as support for infantry units and to fill out tank squadrons, failing to achieve any marked results in combat.

## The Next Generation of AS The ASS-117 Valken Project

AS only took the spotlight once the Third World War had concluded. The Federation had captured several of the deployed Hughes 8 units, and they were the first to realize the true potential of this weapon system. The Federation immediately started work on their own unique AS. That information quickly reached the Union, causing considerable surprise among the top brass. Their response was to immediately form the Valken Project.

Put simply, the Valken Project sought to realize the fully-fledged humanoid weapon that the Hughes 8 had proposed at the planning stage. Higher spec manipulators and a more robust preambulatory system were connected to a high-output engine. While easy to describe on paper after the fact, the hard work by Grand Pacific to achieve this feat was monumental. All parts were given a complete review, starting from the main frame, and the result was a completely new model sharing no parts with the Hughes 8 at all. That also made it an exceptionally expensive, but the Union top brass made the difficult decision and put the new model—model number ASS-117—into mass production. Thus the first prototype of the new AS, with the codename Valken, was born. It was the year 2099. The factions were on the brink of the Fourth World War. But no one could yet imagine the massive impact this new AS was going to have on the outcome of the conflict.



↑ A schematic for the ASS-117. It looks a little lean because it is depicted with suspension at full extension.

# Hughes 8

 AS008

Grand Pacific Corp.

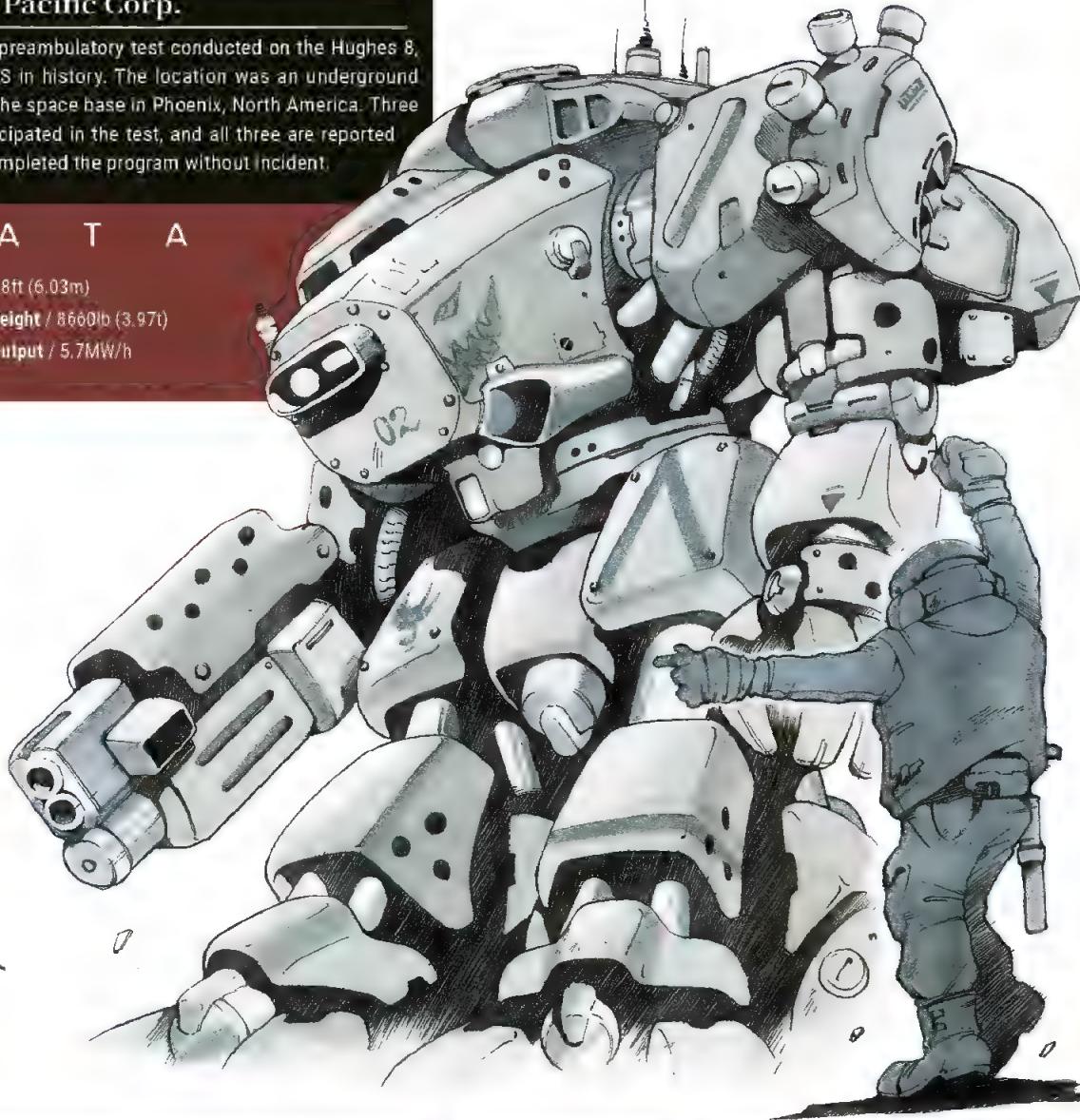
A military preambulatory test conducted on the Hughes 8, the first AS in history. The location was an underground bunker in the space base in Phoenix, North America. Three units participated in the test, and all three are reported to have completed the program without incident.

## D A T A

Height / 19.8ft (6.03m)

Equipped Weight / 8660lb (3.97t)

Maximum Output / 5.7MW/h



## The First Humanoid Weapon—that Came with Some Caveats

Everyone knows that the first assault suit—the first humanoid weapon—was the Grand Pacific Hughes 8. However, when compared to the Valken and other later AS models, the Hughes 8 proves markedly inferior as a humanoid weapon.

At the planning stages the manipulators were intended to offer the same range of movement as human hands, but in practice they proved too unresponsive. Changing weapons during battle took too long and was a feature that was hardly used. In most cases weapons

such as Vulcan cannons were simply equipped on the ends of the arms.

The bipedal aspect was also another key system, but control of it proved extremely difficult. When moving fast it could often lose balance without any external interference, and there were recorded cases of a unit falling over when facing the enemy. However, the suit still had incredible potential as a weapon, and less than 10 years after it appeared on the scene AS had ascended to their place as the primary actors in the theatre of warfare.

## Arrival of the Union's Secret Weapon: the Valken

The latest Union weapon, the new ASS-177 Valken assault suit, was deployed into battle in the Fourth World War in large numbers and had an indelible effect on the outcome. The reason for this has been posited as being due to the excellent fundamental ideas behind the unit's design.

With the Hughes 8, the AS was still considered much like a form of tank. The military and Grand Pacific R&D reviewed this perspective, coming to consider it more as a form of mobile infantry, and spent a great deal of time upon the enhancement of its versatility.

This led to the extenuation of those facets required as a humanoid weapon, alongside the recreation of more precise and detailed movements. The use of energy ore linear cylinders (PERS) was also extensively adopted across the design. A versatile control computer known called the CNN-FAI was also installed to control the total of 120 PERS used in the design. Ultimately the Valken would live up to the name of "humanoid" weapon, boasting all the functionality

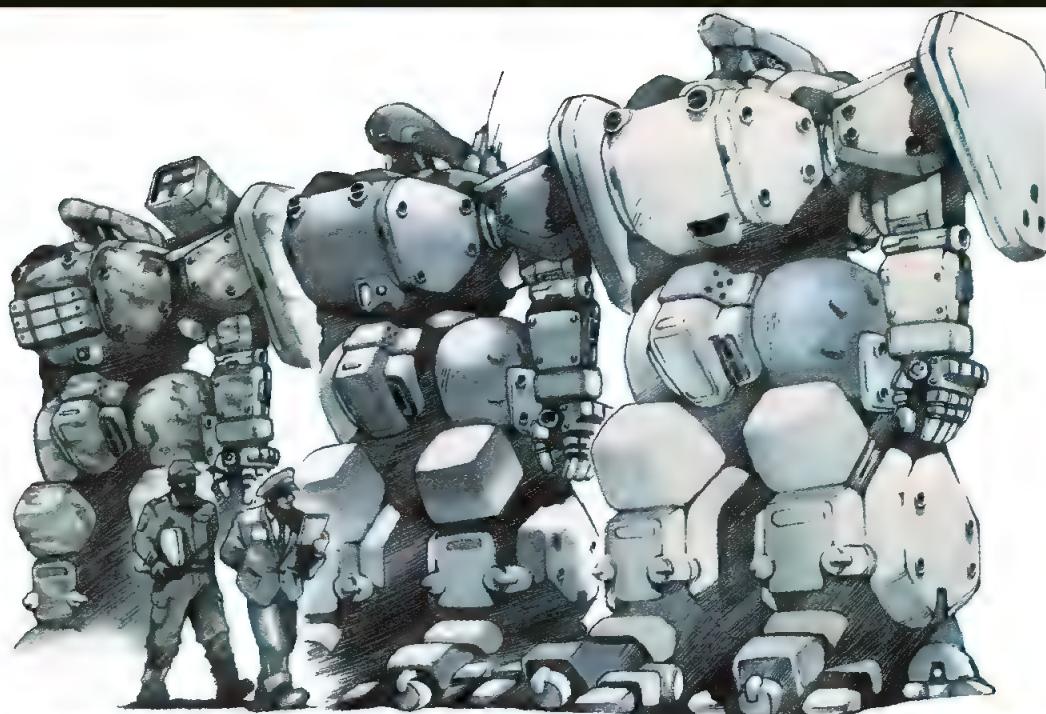


↑ A Valken suit suppressing a space fortress command center. AS boast incredibly high performance in operations of this nature.

of the human body but in massive mobile weapon form.

Development of a new fire control system and portable weaponry designed specifically for use by the Valken—including a Vulcan gunpod, high-output laser, and portable missiles—had also been successful, ensconcing the Valken as a versatile weapon capable of adapting to any battlefield or operation, from attack and defense to suppression and clearance.

Both the Federation and the Union created a variety of high-spec AS during the Fourth World War itself. However, from among those that it was possible to mass produce, none of them were able to surpass the Valken.



There are a variety of different types of Valken. Seen here from right to left: the standard A type, the ground combat G type,

and the heavy armored ground H type. There is also the enemy detection and fire control Y type and space combat S type.

# Super Valken

**ASS1E**

Grand Pacific Corp.

A next generation AS that was completed close to the conclusion of the Fourth World War. This is the final prototype prior to proceeding to mass production. In a departure from the original plan, it shares many common parts with the Valken to help keep costs down.

**D A T A**

Height / 20.0ft (6.12m)

Equipped Weight / 9520.88lb  
(4.36t)

Maximum Output / 11.7MW/h



## A Glimpse into the Future of AS

The Union became concerned by the pace of Federation AS development, and from the start of the conflict the military arm was already working on the successor to the Valken.

This plan resulted in the unit with the codename "Super Valken." The basic design concept remained the same as with the Valken, but with enhanced properties in every regard. As an aspect of the final testing, a number of prototypes were deployed in Operation Soldier Soul, but insufficient calibration led to

→ A Valken equipped with a booster pod, making it capable of flight. Could a new unit with even higher specifications really be developed?



disappointing results. As the Fourth World War then concluded, any plans for mass production never left the drawing board. However, the basic concept became the foundation for future AS development.

# AS Breakdown

## ● European-Asian Federation

### Multinational technology provides a Federation advantage

The existence of assault suits came to light during the Third World War. The Federation was quick to see their potential, and immediately initiated development on their own AS.

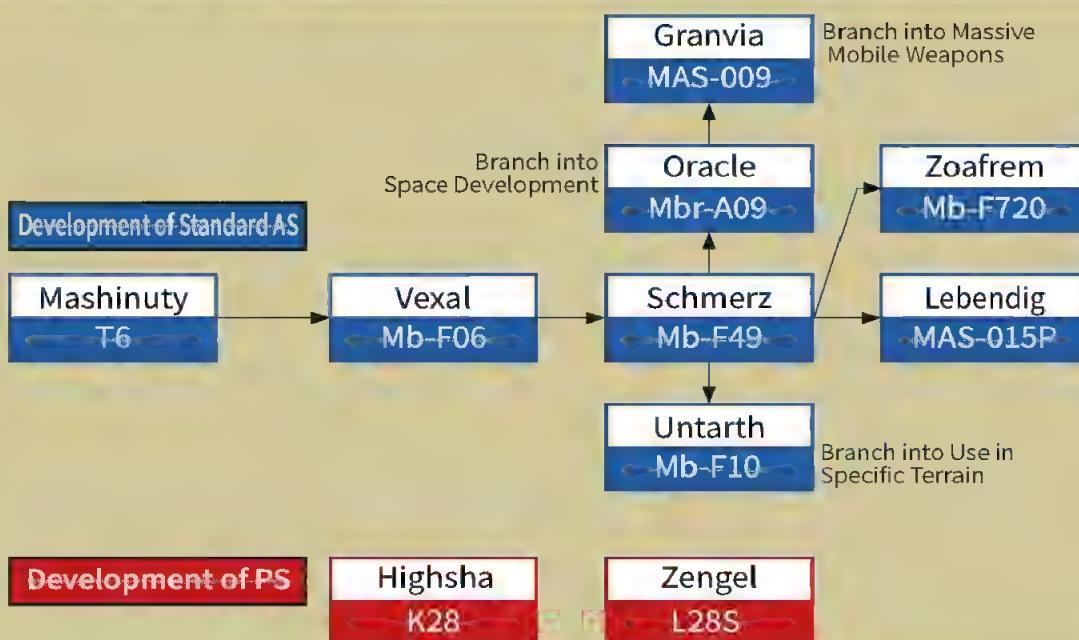
While their research into the fundamental technology supporting the AS concept naturally lagged behind that of the Union, the Federation was blessed with many industrial nations as members, and they made quick progress with reverse engineering the Hughes 8. There were some proposals to simply produce copies of the Hughes 8, but the German company Frosch GmbH pressed ahead with their own research into humanoid weapons, and centered around their technology the Federation initiated a plan to develop their own unique AS.

The first completed unit was the Mashinuty, model number T6. It was developed purely under the pretense of being industrial machinery, with

the intent of deceiving the Union spy network. It was mainly a testbed for fostering further knowhow into AS development and lacked significant combat capabilities. That said, with the completion of the Mashinuty the Federation gained significant confidence in AS development. They started into mainline combat AS development, and it wasn't long before the Vexal, model number Mb-F06, was completed.

The Vexal was a success, sharing the design of its manipulator and bipedal systems with the Mashinuty but also boasting heavier armor and superior control systems to the Hughes 8. With the completion of the Vexal, the Federation military also started to form AS squads. The first missions for such squads involved mock battles using the Vexal. The Federation thus continued to collect AS combat data, and two years before the outbreak of the Fourth World War—around the same time that the Union completed the Valken—they successfully developed their first versatile high specification AS, called the Schmerz. This marked the start of the AS arms race between the two factions.

Federation AS Chart



# Mashinuty

T6

Frosch GmbH

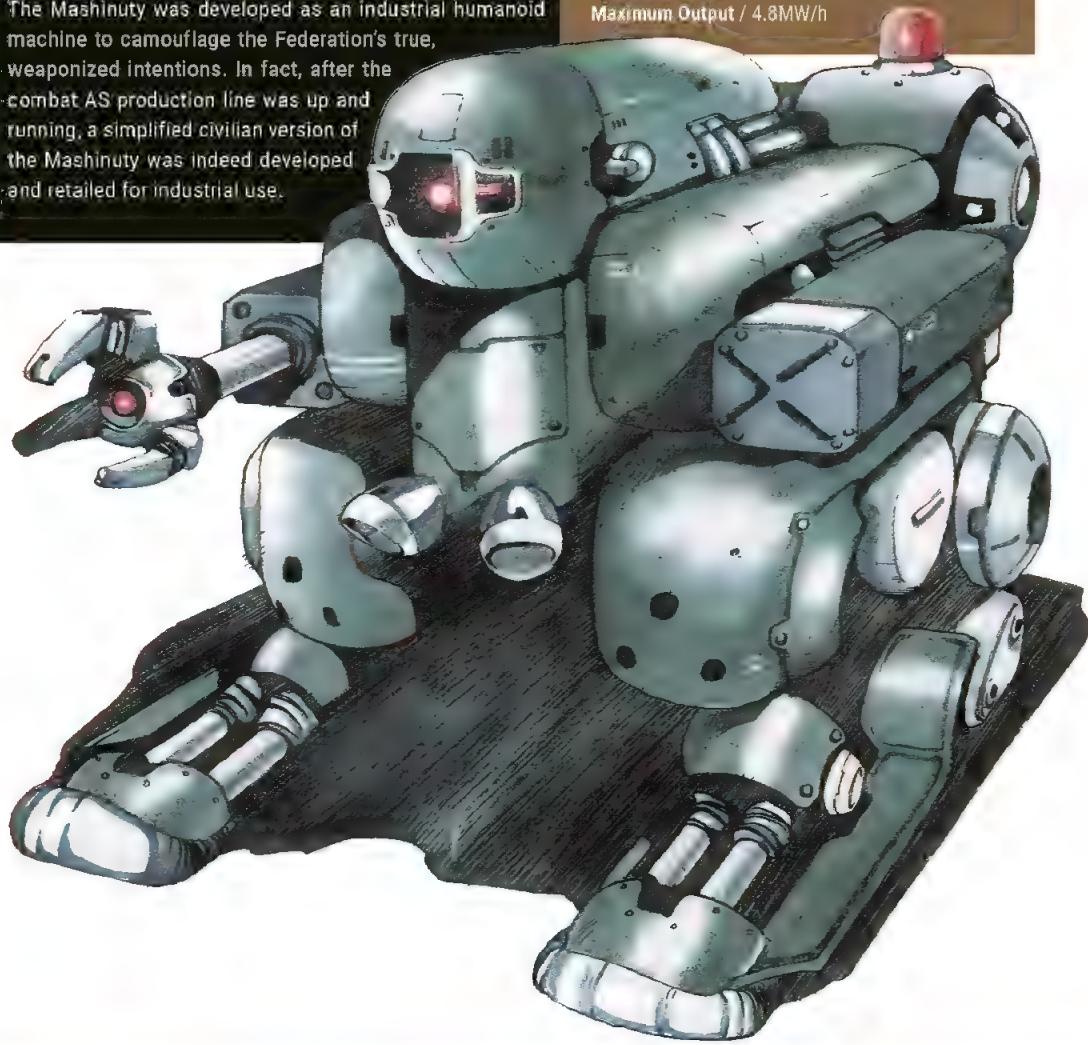
The Mashinuty was developed as an industrial humanoid machine to camouflage the Federation's true, weaponized intentions. In fact, after the combat AS production line was up and running, a simplified civilian version of the Mashinuty was indeed developed and retailed for industrial use.

## DATA

Height / 16.8ft (5.12m)

Equipped Weight / 11450lb (5.249t)

Maximum Output / 4.8MW/h



## The Federation's First Humanoid Machine

While the Mashinuty was mainly used as industrial machinery and to collect data for the creation of its successor, the Vexal, it still holds the position as the first humanoid machine created by the Federation.

Toward the end of the fighting, in those colonies and battlefields struggling with a lack of supplies, the Mashinuty did end up being deployed into combat equipped with Vexal spare armaments. Based on the numbers alone they could offer little in battle, but combat is unpredictable. Records indicate that a squad

→ The Vexal was created using the knowhow from development of the M support AS.



with three of these converted Mashinuty units managed to defeat one of the Union's elite Valken during the Federation defense of an industrial colony.

## Emergence of the Schmerz: The AS Stages Center Stage in Warfare

As the same time the Union rolled out the Valken (two months before the start of the Fourth World War), the Federation was also ramping up their AS production line. The first unit in production was the Schmerz, model number Mb-F49, a well-received AS which became representative of the Federation.

While the development of the Vexal was already complete, the heads of the Federation foresaw the oncoming Fourth World War and hurried into the development of an AS that could compete with the high spec AS surely in development by the Union forces. This AS was given the codename Schmerz from the planning stage, with research spearheaded by Frosch, a company involved with the development of multiple AS. The primary abilities desired from the Schmerz was combat performance against other assault suits—an AS that could defeat other AS. That was the goal behind the development of the new Schmerz.

In some respects, the design concept was very similar to what the Union military was seeking from the Valken—versatility, mobility, and ease of mass production. Fulfilling these requirements involved a reworking of every aspect of its equipment, starting with the main frame and drive section. Although this information is unconfirmed, there have been suggestions that a great deal of Union military knowhow was obtained via espionage and used at this stage.

The resulting Schmerz met with every expectation and made a fearsome mark on the proceedings at the start of the Fourth World War. Not only the Union's Hughes 8 but also its direct successor, the Hughes 9 (which was deployed as a support AS while Valken deployment was still ramping up), were no match for the combat abilities of the Schmerz. It boasted accurate gunfire from range and could then destroy cockpit armor with its powerful manipulators once moving in close. A metallic demon on the battlefield, it was rightly feared by both Union infantry and AS pilots.



↑ A Mb-F49 Schmerz engaged in combat with the Union ASS-11 Valken.

### Schmerz (FB33) Variants

<b>B Type</b>	An early mass-production model. Once the M Type went into production no more of these were made, with only a total of around 300 being produced.
<b>M Type</b>	A later mass-production model. A versatile design allows for use on almost any battlefield with only minor adjustments.
<b>G Type</b>	A model customized for command use, featuring enhanced communication and detection capabilities. Some units also exist with enhanced engine output.
<b>F Type</b>	Designed for ground combat. Parts specifically intended for space combat (cooling system, enemy detection unit) are omitted, lowering the cost of mass production.
<b>K Type</b>	Designed for combat in satellite orbit, with modifications that allow it to perform atmospheric reentry as required by the operation.
<b>S Type</b>	Designed for combat in space, with the bipedal system completely removed. The prototype for the Oracle.
<b>U Type</b>	Recon unit, with enhanced features for enemy detection. Comes in two variations, the I for space combat and the II for ground combat.
<b>Y Type</b>	The final prototype model. Everything other than the main frame has been completely reworked, creating a test unit for collecting data to develop the Zoafrem.

# A U S F I L E

## Schmerz

Mb-F49

Frosch GmbH

The Schmerz is considered a mechanical masterpiece, perfectly balanced for both shooting and combat, and during the war it was produced without pause. The illustration here shows a command G Type, but in terms of appearance it is no different from the mass production M Type.

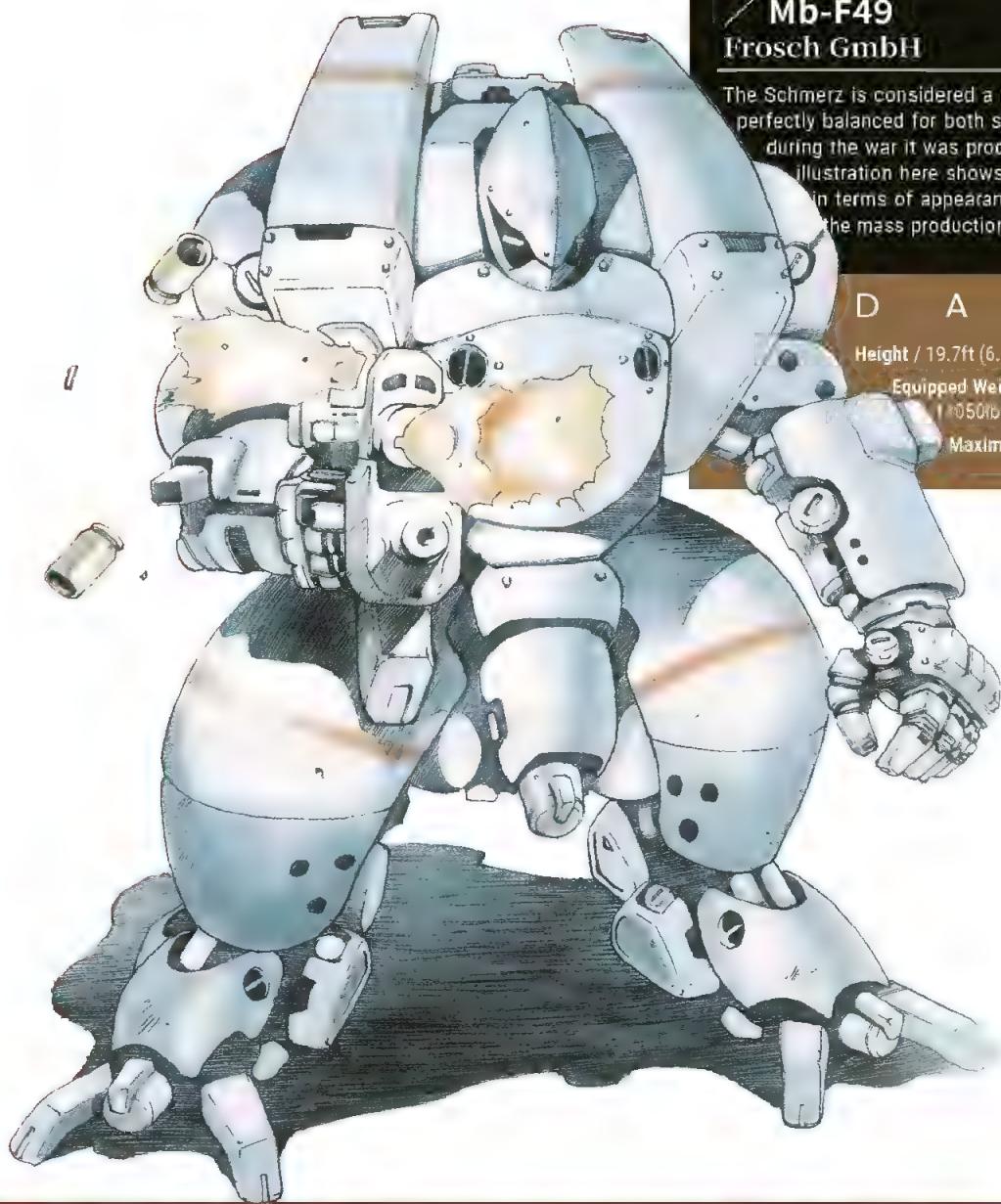
### D A T A

Height / 19.7ft (6.00m)

Equipped Weight /

1050lb (5.065t)

Maximum Output / 8.4MW/h



### A Cold-Steel Masterpiece That Spawned a Varied Legacy

The exemplary basic design work for the Schmerz led to a wide variety of modified versions, of which the Oracle type AS would be most representative.

The Oracle was an AS designed exclusively for use in space. While its lower body was outfitted with a newly designed booster unit, the main frame, upper body, unit control and fire control computers were all almost identical to the Schmerz.

The Oracle, itself a variation, went on to

→ You can see here how the silhouette for the top half of the Oracle type AS is almost identical to that of the Schmerz.



spawn several variations of its own, and boasted the highest production run numbers for any Federation AS. This indicates the quality of the design of the Schmerz upon which it was based.

# The Desperate Federation Defense: The Emergence of Anti-AS Weapons

With the successful development of the Schmerz, the Federation military pulled up alongside the Union in the AS arms race, but the overall direction of the fighting was not heading in a favorable direction for the Federation. The Union operation to focus their firepower in space was a success, stripping away space resource bases and space fortresses from the Federation one after another and forcing them into a defensive stance on the ground.

With resources also being cut off, it became harder for the Federation military to mass produce costly new AS units. This gap was filled by the emergence of a range of anti-AS weaponry that could be produced at a comparatively cheaper cost. This approach is epitomized by the powered suit (PS) that was developed by the UK-based company Highlander. While the overall

specs lagged significantly behind the AS, the powered suits were easy to operate and highly mobile. The PS was immediately assigned the model number K28, and the early mass production model Highsha and later mass production model Zengel were both deployed into the fighting. Much of the fighting toward the end of the conflict took place in an urban setting, and the highly mobile PS proved more effective than had been initially expected. However, due to the light armor many PS were lost during combat, and some question remains of whether they can really be termed "low cost."

The Federation developed a variety of other anti-AS weapons. Some examples that were produced in considerable numbers include hover tanks and anti-AS rifles and missile launchers for infantry use. The Union AS pilots struggled against this wave of specialized weaponry during the climactic Operation Soldier Soul.

## Anti-AS Weaponry

### Highsha (K28)

The first powered suit (PS) to be deployed into combat. Unable to match an AS in a 1-on-1 engagement, but teams of multiple powered suits fighting using their high mobility became known as squads of "AS killers." Results of

live combat were quickly reviewed and fed back into the development of the enhanced Zengel. Modified versions for use in cold climates have also been confirmed.



A Highsha (K28) deployed at a shuttle base.

### Ajil (111/TY)

A jeep equipped with a powerful anti-AS cannon missile launcher. These light-footed attackers took down a large number of Union AS. While they lack almost any armor,

meaning many were lost during the fighting, from the perspective of cost performance they are clearly a superlative anti-AS weapon.



An Ajil engaged with a Union Valken.

### Flotel (Ne322)

An anti-AS hover tank. Its main cannon is only 88 mm, making it a little on the small side, but it is equipped with armor piercing rounds designed specifically to target AS, and these hovering menaces proved most effective during the urban conflicts toward

the end of the fighting, and especially in the defense of the Federation capital. Heavily armored, reports indicated they could take direct fire from an ASS-177 Vulcan cannon and still remain operational for a respectable period.



Heavily armored but equipped with high mobility.

# Zengel

✓ L28S

**Highlander Plc.**

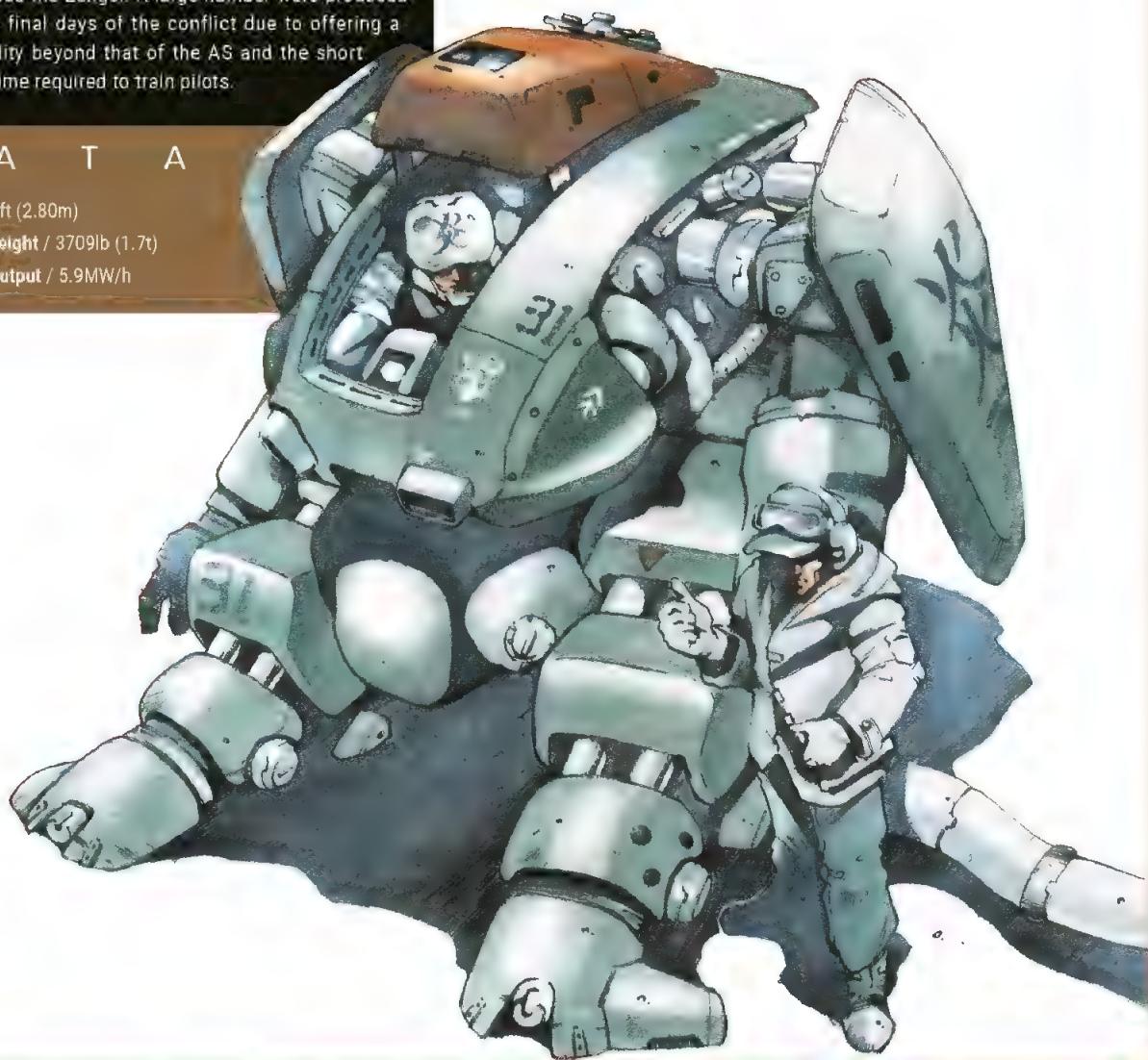
The latest PS deployed into battle, following on from the Highsha, was the Zengel. A large number were produced during the final days of the conflict due to offering a high mobility beyond that of the AS and the short length of time required to train pilots.

**D A T A**

Height / 9.3ft (2.80m)

Equipped Weight / 3709lb (1.7t)

Maximum Output / 5.9MW/h

**Evolution or Regression?**  
The PS Joins the Battle

→ The K28 R Type,  
equipped for cold

# Zengel

✓ L28S

**Highlander Plc.**

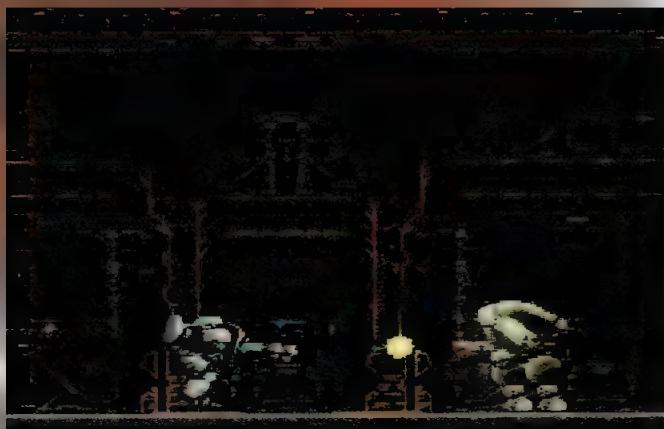
The latest PS deployed into battle, following on from the Highsha, was the Zengel. A large number were produced during the final days of the conflict due to offering a completely inexperienced soldiers to be sent to the frontlines as little but fodder for the Union.

| no official record of the number of variations | that were created.

## Wild Evolution During the War End Period

While the Federation failed to secure a stable support of resources and their mass production did not proceed according to plan, they still succeeded in developing further powerful AS during the final period of the conflict.

One representative example of this would be the Lebendig MAS-015P.



↑ A Lebendig engaged in battle. Many of them saw combat when deployed in defense of the Federation capital.

Development on the Lebendig as the successor to the Schmerz had proceeded from the very start of the conflict. Apart from the obvious—having superior capabilities to the Schmerz—one very strict restriction was placed upon the development of the Lebendig; it needed to maintain the Schmerz's capability for low-cost mass production.

To meet these demands from the military, development started from the complete review of the fundamental design of the Schmerz. This resulted in the characteristic smooth form of the Lebendig. The smoothing of the bodyline from the head to the torso allowed for heavier armor while almost simplifying the mass production process, effectively clearing the demands to keep costs low.

The production line for the Lebendig went into action as the end of the conflict closed in. It was joined by manufacturing of the Karsel Ke103, a support machine designed to resolve the medium and long-range mobility issues faced by the AS during ground conflict. However, the Federation's crippled lack of resources meant that only a small number of both were every created. Those that did come off the production line were deployed in the battle to defend the capital.

## The High Firepower AS Left Behind by the Times

### Untarth (Mb-F10)



↑ An Untarth in combat. It lacks close-combat capabilities.

The Federation created many AS and mobile weapons during the Fourth World War. A number of them are completely unique machines that break completely with the framework of what is normally considered an AS.

The Untarth Mb-F10 is a representative example of this, with a design that throws aside the fundamental AS versatility

and focuses instead on long-range firepower. It is equipped with powerful lasers on its left and right arms, boasting incredible power as a support AS. However, it was completely unsuited to close combat, and in many cases units were easily destroyed by Union AS that managed to close the gap with them.

### Zwei Beinig (TVA-30)



↑ A ground-based mobile weapon that can only be described as a "Walking armory".

The only ground-based super heavy mobile weapon, developed as a prototype by the Federation.

It is outfitted with standard equipment such as Vulcans, along with an array of anti-battleship aerial mines. Considered purely in terms of onboard firepower, it boasts an astonishing 60 times that of the Union ASS-177 Valken.

However, it suffers from a complete lack of mobility, and was never mass produced. A number of prototypes were stationed in locations such as shuttle bases. It was hard to find uses for them on the frontlines, however, and they were ultimately treated as little more than mobile gun platforms.

# Lebendig

**MAS-015P**

Frosch GmbH

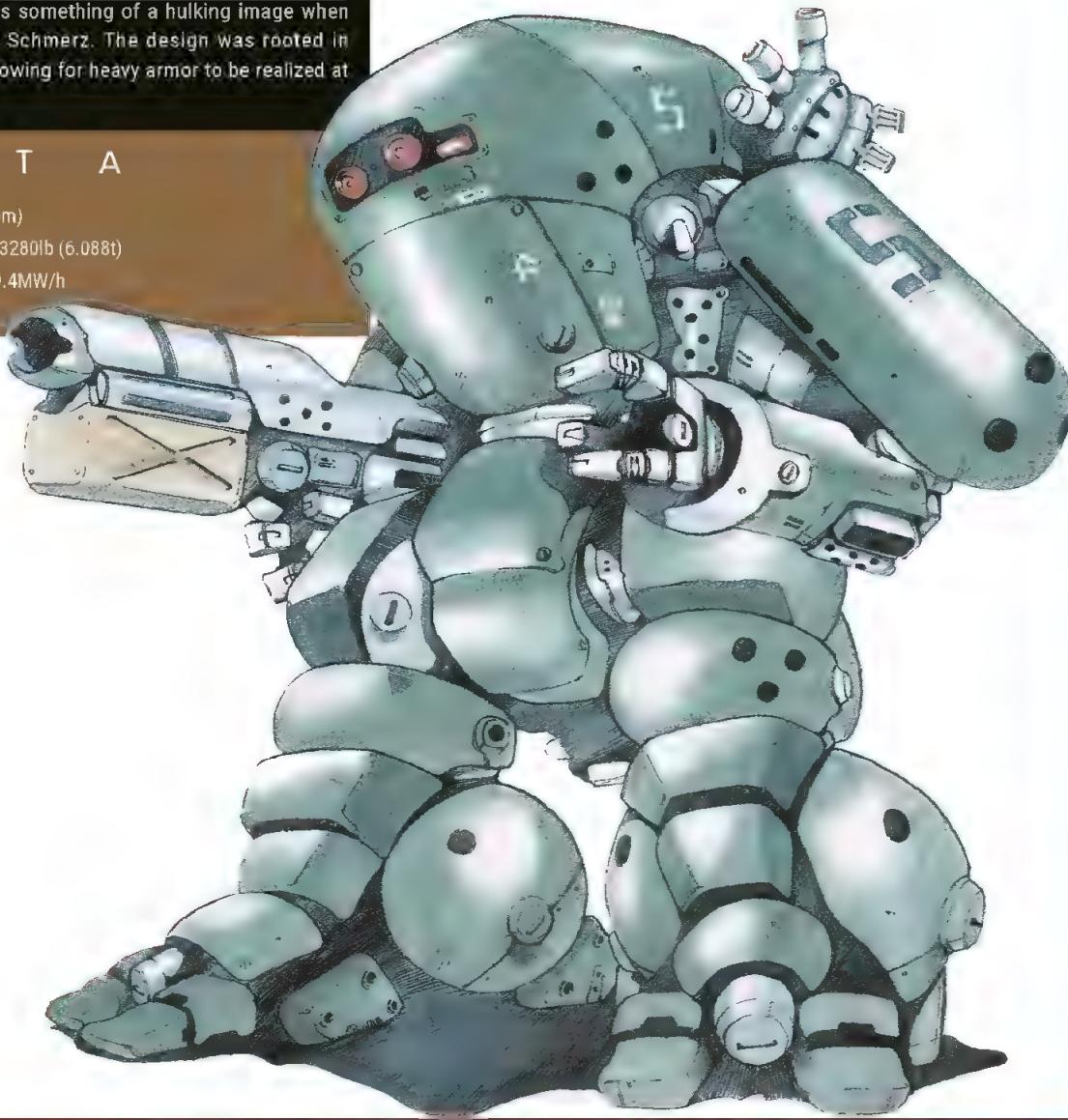
The Lebendig cuts something of a hulking image when compared to the Schmerz. The design was rooted in logic, however, allowing for heavy armor to be realized at low cost.

**D A T A**

Height / 23.8ft (7.26m)

Equipped Weight / 13280lb (6.088t)

Maximum Output / 9.4MW/h



## The Masterpiece that Missed Its Launch Window

The Lebendig drew a distinct line separating it from the other high-spec AS that appeared during the period at the end of the war due to being designed specifically with mass-production in mind. It excelled in the ease of production above all else, and while it was a new model all the supplementary equipment was designed to be shared with the Schmerz.

However, as the fighting neared its conclusion the Federation was already almost completely out of resources. Therefore, while they had a large-scale production line just

The Karsel airborne transport was designed at the same time as the Lebendig as a support weapon to cover the AS difficulties with long-distance movement.



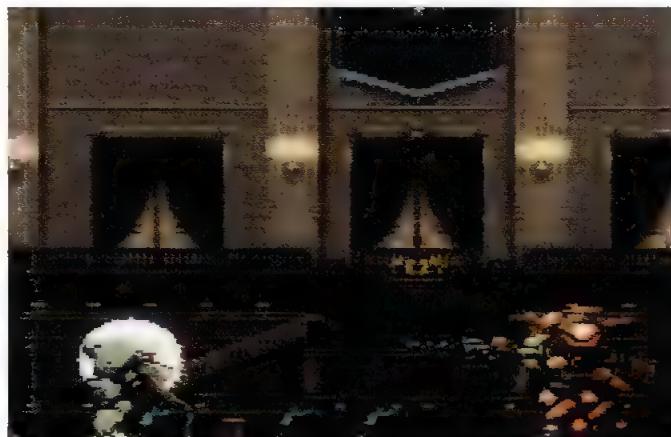
waiting to go into operation, they produced a mere 200 units prior to the conclusion of the conflict. The Federation had exceeded the AS development of the Union military throughout the conflict but having failed in the most fundamental of issues of conflict—the securing of resources—they eventually walked the path to defeat.

## The Federation's Trump Card: Super High-Spec AS

Although this is a direct contraction with the previously discussed basic intent behind the Lebendig—that of mass production at low cost—the Federation also continued their research into super high-spec AS all the way until the end of the conflict.

The creation of such “super weapons,” capable of matching the performance of multiple or even dozens of other units, has been the dream of developers throughout the modern age. The dream was embodied in the Federation by massive mobile weapons such as the Garoish and Granvia. However, the cost of building just one of these mobile weapons was almost equal to the cost of building a space battleship, and none of them went into mass production. And yet research in the field continued, with prototype AS such as the Zoafrem and Volcarno being completed. The Zoafrem was equipped with long-range optional combat devices (named “Enfants”), boasting combat potential to rival the larger mobile weapons.

The Volcarno, meanwhile, was less an AS and more a mobile weapon at AS size. With an electromagnetic craft that allows it to float and magnetic induction particle beam weaponry, it boasted equipment that far outstripped the design intention behind previous AS and mobile weapons. There have also been suggestions that development on a super massive AS with the codename Bildvorg was also underway, but no further details are known. Some believe that such a weapon was in fact deployed during the final days of the conflict.



↑ The Zoafrem Mb-F 720 engaged in combat during the fighting at the Federation council. This was its first and last deployment into battle.

## Fabled Prototype AS & Mobile Weapons

### Granvia (MAS-009)



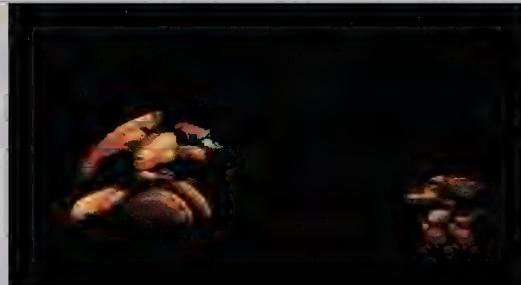
◀ The Granvia engaged in combat in orbit.

The Space Fortress Ark Nova included an AS and mobile weapons development facility, and the Granvia MAS-009 was one of the prototypes created there.

The Granvia was only deployed into active combat once. Records indicate that, during the operation to drop Ark Nova, the commander of the fortress—one General Geltz—launched in the Granvia to try and fend off an incoming

Union AS squad. However, it was only equipped with close-combat manipulators. Unable to fulfill its true combat potential, it was destroyed by the Union AS.

### Volcarno (Mb-F51)



◀ The Volcarno immediately prior to firing a particle beam.

The prototype next generation mobile weapon, created by the central military plant in the Federation capital. Also functioning as the testbed for full-scale use of particle beam weaponry, the development costs were nothing short of astronomical.

The only completed prototype is said to have taken part in the defense of the capital.

Military records indicate that the electromagnetic craft and particle beam cannon operated as intended, but the energy ore engine that was key to greater success was less successful, failing to achieve the expected output or results. The pilot was also inexperienced with handling the weaponry, and the prototype was destroyed in combat with the Union AS.

# Zoafrem

 Mb-F720

Frosch GmbH

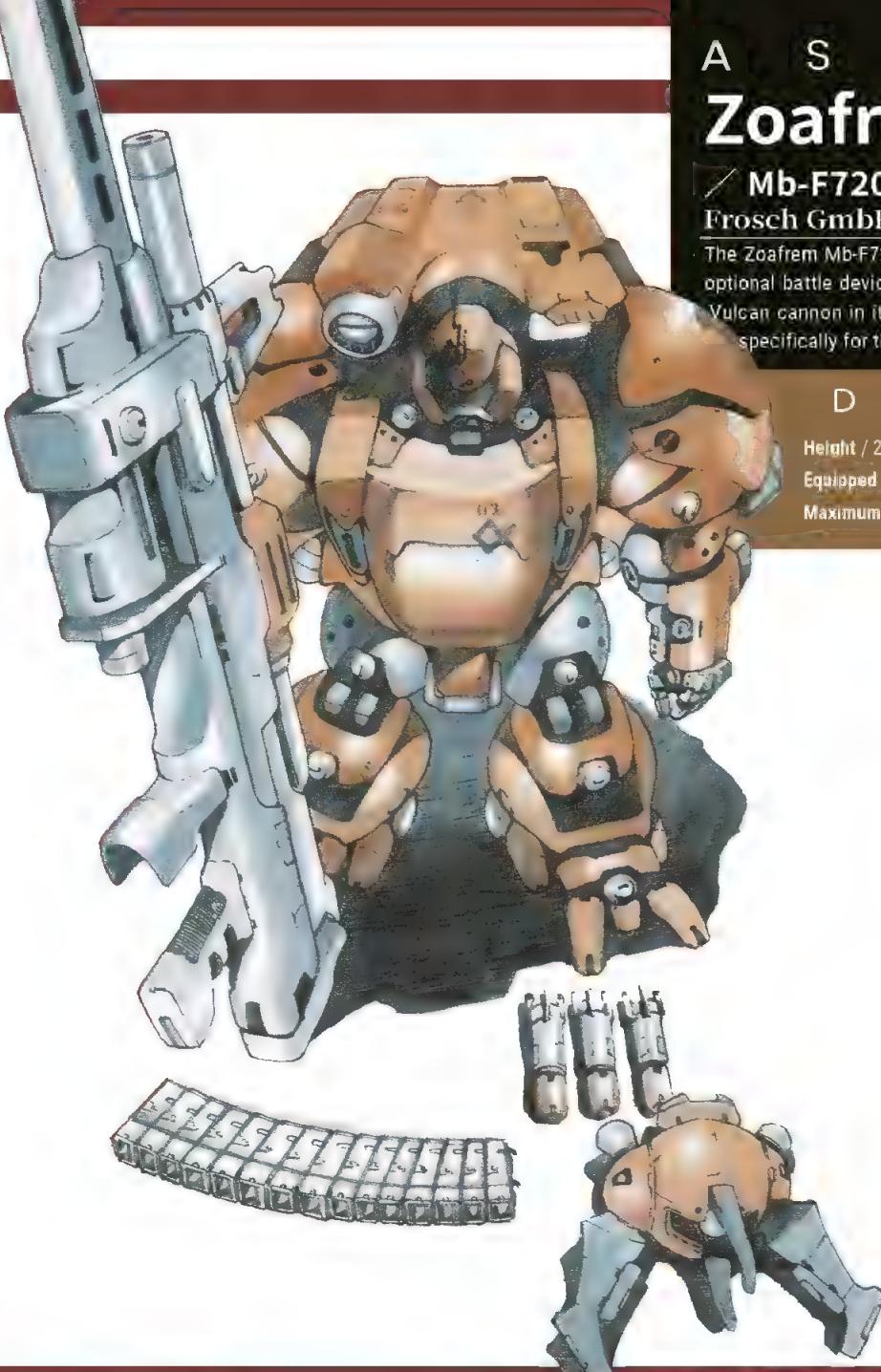
The Zoafrem Mb-F720, standing ready for battle with its optional battle device (Enfant) ready to go. The massive Vulcan cannon in its hands is also a prototype created specifically for the Zoafrem.

## D A T A

Height / 22.8ft (6.95m)

Equipped Weight / 15420lb (7.08t)

Maximum Output / 16.8MW/h



## Super High Specs, But Only Three Were Ever Made

When considered from the perspective of a single unit, the Zoafrem far outstripped the Union's Valken, but only three of them ever left the production line. Furthermore, two of those were operational prototypes intended purely for the collection of data, leaving only one that ever functioned as a weapon.

That one unit saw combat at the end of the war, piloted by Major Beldark. The Major made the decision, under his own auspices, to take the unit out from the factory in order to

► The two AS engaged in battle. Will the super high-spec AS win, or the mass-production model with so many victories under its belt? This famous battle played out against the conclusion of the conflict.



drive back Union AS units that were seeking to capture the Federation Parliament. He happened to encounter the Union ace pilot, Lieutenant Brain, piloting his own ASS-117 for the mission, and the two of them are said to have engaged in combat.



# A Conversation with the Production Staff

What secrets about Valken will be revealed?!



## Hideo Suzuki

The main director. Responsible for the entire project, from the basic structure of the game through to management of all the staff.



## Tetsuya Oya

Programmer. Mainly provided system programming that supported the entire game.



## Yukihiko Kawano

Programmer. Handled the movement of enemy characters and the direction of in-game events.



## Hikaru Sato

Responsible for game balance. Handled final finishing for the game to decide how easy or difficult it will be.



## Keisuke Tadakuma

Responsible for graphics. Involved from the planning stage and handled all the graphics appearing in the game.



## Takahide Saito

Responsible for graphics. Mainly handled the graphics for the opening and ending of the game.

## The Birth and Planning of Valken

**MC** Please start by telling us how you came to make this particular title.

**Suzuki** It started out with wanting to make a game for the Super Famicom. But we didn't receive any explicit instructions about what to make, so we were discussing the issue. Myself and two others, just spit-balling all sorts of ideas. This one in particular sounded interesting, and we took it from there.

**MC** When was this?

**Tadakuma** Last year (1991).

**Suzuki** Near the start.

**Tadakuma** Maybe February or March.

**MC** And you quickly got the staff together?

**Suzuki** Everyone wasn't working on it fulltime. They came in and out. We had a particularly small team to start with, and then as we headed toward completion more people started for the graphics or data started to get involved.



## Almost Ready to Run for the Hills?! Difficulties During Development

**MC** What difficulties did you face during development? Please share the stuff that really made you feel like just running for the hills.

**Suzuki** I mean, I wanted to run off all the time (laugh). It was fun making [the game] itself, but it was difficult to handle a team of this size.

**MC** Looking at the whole process, which part do you think was the hardest?

**Suzuki** The end, for sure. When the delivery, when the deadlines start to come clearly into view, and there's still so much left to do, it was hard to keep a cool head.

**MC** I see.

**Suzuki** When making something you can't complain, you simply get on with it. But the company comes back, saying how the schedule must be falling behind, and so asks for some updates. So, I'm reworking the schedule, and these things start to pop up that simply aren't going to fit in (laugh). That's when things get hard.

**MC** Was the scheduling the hardest thing when it came to directing, Mr. Suzuki?

**Suzuki** Definitely. Once we got started, I wanted to add more and more detail. I struggled with balancing those feelings with also delivering on schedule. That was the most difficult thing.

**Kawano** This was my first project since joining the company, and so I was definitely a bit rough around the edges in terms of programming technique. I know I caused some unnecessary hassle for Mr. Suzuki and Mr. Oya, and each time that happened I definitely wanted to run away (laugh).

**MC** You were a sub-programmer, correct Mr. Kawano? What did that involve, in more detail?

**Kawano** I worked on a lot of it. In the later part of the project, I was especially involved with the high-speed scrolling section before the final stage (the snowy mountain section in Stage 6) and the movement of the gun platform boss outside the cave there. I also helped Mr. Suzuki and Mr. Oya with various details.

**MC** Which part was the hardest?

**Kawano** A lot of the programming had to be redone. I can only say—from the start to the finish, the whole thing.

**MC** What difficulties did you face in terms of graphics?

**Tadakuma** It was a question of volume and of quality. There was the requirement for both of these things together, and it was hard to know how to make it work.

**MC** That was the hardest?

**Tadakuma** The hardest part? There's actually something that didn't even make it into the game (laugh). The hardest part was among some of that (laugh).

**MC** Like an entire stage was removed from the game?



↑ Mr. Tadakuma (left), responsible for graphics, and Mr. Kawano, responsible for programming. They often found themselves working together.

**Tadakuma** Actually, yes. We had to remove an entire stage, relating to the volume of data.

**MC** What about from among things remaining in the game?

**Tadakuma** The final side-scrolling section, and the Parliament Building. For the inside of the Parliament Building we needed to ignore scale while also keeping it realistic. I drew that while looking at materials on opera houses.

**MC** How many people did you have working on graphics overall?

**Tadakuma** Not counting Mr. Urushihara, who provided the character designs, that would be three people.

**MC** That's not a large number. Did that make things difficult?

**Tadakuma** Yes, it did.

**MC** Mr. Sato, what about for you?

**Sato** In my case, I came onboard about four months before the game was completed. I started out from catching up with development and learning exactly what kind of game Valken was going to be. Then I tried to balance what the developers wanted, what the players would want, and what I wanted to do myself. I think I was most focused on that aspect.

**MC** Your hardships were focused on raising the overall quality?

**Sato** I don't think I had it so hard, when compared to the other members of staff.

↓ The high-speed scrolling section in the final stage, the result of so much hard work by Mr. Kawano and Mr. Tadakuma. It's almost a shame you can't watch it more slowly!



**MC** What about you, Mr. Saito?

**Saito** I didn't have too many difficulties. It wasn't easy to match the first drawings I did with the settings for the world. I was mainly involved with the opening and ending, so there was a large volume to deal with, which wasn't easy. But I came onboard once the game had already taken shape.

**MC** I see. That makes sense.

## Personal Valken Highlights!

**MC** After sharing the difficulties you had, now please share the parts you are proudest of.

**Tadakuma** What I'm proud of? I think that would be creating a robot game that's a bit harder sci-fi than what other manufacturers are putting out, more cinematic. Not Japanese anime, more like a Hollywood movie (laugh).

**MC** What about within the work you did?

**Tadakuma** I think the atrium section during the high-speed scrolling (stage 7) is very cool.

**Kawano** I worked with Mr. Tadakuma on the high-speed scrolling sections. When I couldn't quite follow what he wanted, he drew up some four-panel comics for me, and I looked at those and worked with that.

◀ Mr. Suzuki (left), the director, and Mr. Sato, who worked on game balance. The high quality of the game is surely the result of all their hard work.



↓ Inside the Parliament building is among the most beautiful graphics in the game. Some materials from an opera house were used as a reference.



**MC** Mr. Kawano, your recommendation is the final stage?

**Kawano** Yes. The movement of the boss there is very close to what I wanted. I talked it over with Mr. Tadakuma and we spent a lot of time on it, like the details of the infantry getting blown away. That's definitely a part I want people to see.

**Sato** In my case, it might be cheating a little not to mention a specific part, but if players buy the game and think it was fun, that's what I'd like to boast about.

**Saito** When looked at in its entirety, the presentation of the game really is something special, the direction, and I want people to enjoy that aspect.

**MC** Did those parts mainly originate with you, Mr. Suzuki?

**Suzuki** No, not only with me. The graphics team would often suggest ideas about what we could do.

**Tadakuma** For me, it would be realizing the suicide of the President (laugh). There was a question of whether we should be doing that in a home console game (laugh).

**Kawano** You really put your neck on the line for that one!

**Tadakuma** Whatever else we lost, I didn't want to lose that.

## CLAIRE'S COMEDY TIMING ⑩



## There's Plenty More to See in Valken!

**MC** I think the movements of the Valken are especially polished, across the entire game. That must have taken a lot of work. Please share your struggles with that, from each of your perspectives.

**Suzuki** In regard to the character movements, we were working along the lines of enhancing the controls from Leynos [Mega Drive software that can be called the origin of Valken], which just led naturally to that level of animation. Leynos had a larger selection of weapons, but some of those we couldn't make work, so we cut those out and ended up with Valken.

**Saito** From among the actions the Valken is capable of, I love the roller dash. That feels so good.

**Oya** This is a program aspect, but while the laser gets heavier, the robot itself doesn't. I think some people will spot that and wonder why.

## Possibility of a Part 2

**MC** I might be jumping the gun a little here, but if you got to make a part 2, what would you like to include?

**Tadakuma** I'd like to restore the parts we had to cut, look over the things we wanted to include, brush them up and add them in. I'd like to further improve the overall gameplay.

**Kawano** I'd want to beef up the story some more, add more branches and elements like that.

**Sato** If we were going to do it, I'd really focus on the overall presentation. I'd want to pack it with these little moments that make the player grin.

↓ Mr. Oya (left), one of the programmers, and Mr. Saito, responsible for graphics. The two of them performed a large volume of detailed work.



**Saito** Just speaking hypothetically, I'd like all sorts of little changes to happen [in the story] depending on clearing certain conditions.

## The Appeal & Secrets of Valken!

**MC** Finally, I'd like to ask Mr. Suzuki, the director, to talk about the game in general terms.

**Suzuki** Speaking personally, I want people to enjoy the slightly different atmosphere of Valken. But that's probably too abstract (laugh). In which case, first off, the movement of the robot. After that, the battle after escaping Ark Nova which is the first big challenge. At the start [of the stage] the Earth, once so blue, is now all bright red. I want people to take notice of fighting in that burning world.



← The interview was held in the lobby at Nippon Computer Systems (NCS). Everyone made time in their busy schedules to go in-depth on the topic of the game.

↓ The scrapped stage mentioned during the interview. It was quite the striking setting, fighting in the rain; a shame it didn't make it.



**MC** From your perspective, Mr. Suzuki, what improvements would you like to make if you got to direct a Valken part 2?

**Suzuki** We had [programming] restrictions this time, which meant we couldn't include ally robots. Not just allies piloting the same robot as the player, but also robots bringing in supply items and things like that. We actually had graphics ready for them. Story-wise as well, we had to cut out all sorts of ideas. I'd like to bring together these elements of allies and story and really expand them out.

**Oya** We were a bit naïve when setting the deadlines this time (laugh), it would be nice to be able to take our time a little even right before completing the master.

**MC** A production schedule with a little more leeway.

**Oya** That's right. I think it could have benefitted from things being a little more refined.

**Suzuki** I wanted to make the enemies better too. I don't think that side of things went all that well this time.

**MC** So, what's the last word? Any chance of seeing a part 2?

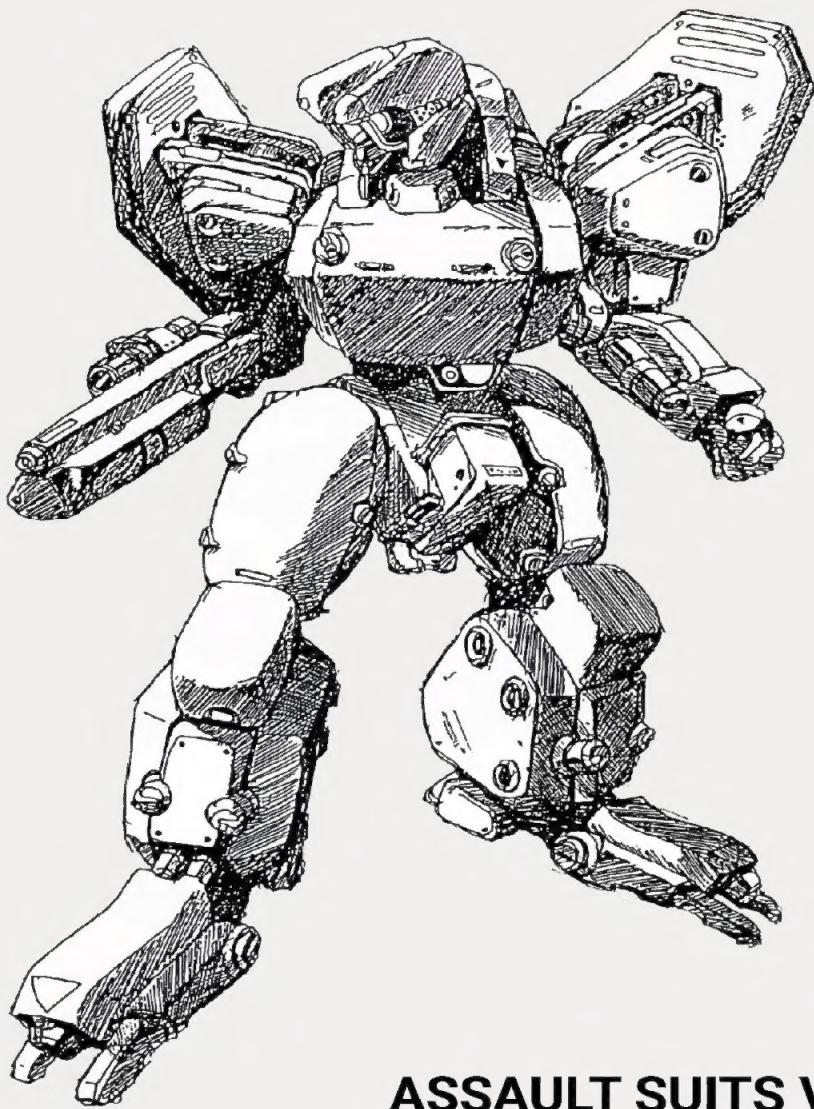
**Suzuki** That relies completely on support from the players. The company considers the bottom line, above all else. If it sells well, I'll be making the sequel even if I don't want to.

## CLAIRE'S ON A ROLL!



**MC** Which means—if you want to play a part 2, buy a copy of Valken, fill out the enclosed consumer survey saying that you enjoyed it, and post it to Masaya!

**Suzuki** Sounds like a plan (laugh).



## **ASSAULT SUITS VALKEN** **Official Guidebook**

Editing	Famicom Tsushin Editorial Department
Composition	梶原 智 / Masaki Wachi (Plus Plan)
Illustrations	Yoshitaka Tamaki / Shuji Imai / Gahaku Y
Model Making	塩入 博 / Jun Matsui
Photos	ENTANIYA
Layout	Jun Matsui (Plus Plan)

©1992 NCS Corp. ©2023 extreme  
©2023 Rainmaker Productions Inc.  
“Super Famicom” is a trademark of Nintendo.

**RAINMAKER**  
P R O D U C T I O N S

